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ELECTRIC BRAIN

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MAY 1993 ISSUE 34



HARDWARE

NES/SNES Adapter
Nintendo CD-ROM
Sega's Virtual VR
32-Bit Marty
Mega Drive 2

FEATURES

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Sega-CD Software
What's in Anime?

REVIEWS

Batman Returns
Bonk's Adventures
Tom and Jerry
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EDITOR'S BIT

Quite a mixed bag of games features in EB this month, with the majority of titles falling in the "this is good but not worth buying" category. A number of others would be classed as "how long has that brown stuff been in that bucket" games. But a couple of excellent titles have won through — in the form of Flashback for the Mega Drive from US Gold, and (the talk of the town) Star Fox for the Super Famicom from Nintendo.

Well, Star Fox was bound to be a success, considering it was produced by the same man who brought you the excellent Super Mario and Zelda, Shigeru Miyamoto. He's possibly the only person I would trust to buy a console game from, with no questions asked.

Although CD-ROM looks to be the IN thing this year, Super Famicom owners will probably have to make do with extra chips in cartridges for the time being. It's clearly going to take a while until Nintendo can get their act together and actually release a CD system for the machine; it's not expected to happen until the end of the year — or even not until 1994. But what with the Super FX or not — (read about Star Fox in this issue), Nintendo seem to be doing very well without CD. Considering the 3D chip is only one of many special chips developed by Argonaut, (with others said to be even better), the future looks very promising for the Super Famicom with a CD-ROM. Again, it seems Nintendo have got it right by holding back a product until they have produced enough decent software to go with it.

That hasn't been the case with Sega and their Mega-CD. After over a year since its release, the Mega-CD still hasn't got any software that really takes full advantage of the machine's extra features and specifications.

On a different note, due to lack of space, our famous Readers' Wives section got squeezed out this time (that's the bit where we report your highest game scores). But don't stop writing in. Please feel free to deluge us with scores, tips, letters, free Swapline adverts, subscriptions, or any interesting objects that would look good squashed flat, scanned in and reproduced on the pages of EB! Well, that's all for this month. So until next time, keep wagging that joystick!

ONN LEE



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FUJITSU RELEASE 32-BIT MARTY

As reported a couple of issues ago, Fujitsu have produced a keyboard-less version of their FM-Towns computer, called the FM-Towns Marty.

The sleek white machine is about the same size as the PC Engine Duo. Quite amazingly, not only does the machine contain a CD-ROM, but also a standard 3.5" HD disk drive on the side (Amiga style). Internally, the specs of the machine are similar to those of the low end FM-Towns computer, 32-bit CPU, running at 16MHz, 2MB of RAM, max resolution 640x480 pixels and a 16 million colour palette, of which up to 256 colours can be displayed in the highest resolution (although 4,096 shades can be displayed in lower resolutions). Full stereo, 8-channel PCM and 6-channel FM sound make this better than anything currently on the market, (apart from the one additional channel on the Neo Geo).

The Marty comes with a joypad as a controller. Again, this is similar to the PC Engine's, with pad, two fire buttons and RUN and SELECT buttons. Although the machine is supplied keyboard-less, it is possible to connect a standard FM-Towns keyboard and mouse.

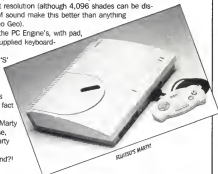
The audio/video connections use standard NTSC phono sockets and an 'S' socket, (a Japanese standard din socket). So, if you want one of these machines, you'll have to get an NTSC monitor/TV.

But of course, all of you will be asking: how much?

Unfortunately, when you consider that the basic keyboard machine costs over a thousand pounds in Japan, the Marty isn't going to be cheap — in fact you won't get much change out of £500!

As for software, the majority of titles on the FM-Towns will work on the Marty — the exceptions, of course, being those that require a keyboard or mouse, although a number of these titles are being converted to work with the Marty using the pad.

Will EB be covering the Marty? Well... we might. Can anyone lend us a grand?!



NES ON SNES

Although there are already so many adapters on the market for the SNES/Super Famicom, Homby has devised a unit that makes the others look substandard — the Superdeck.

Plug this unit into the cartridge slot of the 16-bit SNES machine, and you can play, not only US and Japanese games, but also UK and US 8-bit NES titles. (Unfortunately, it won't work for Japanese 8-bit Famicom titles, although you can easily buy a different adapter for those).

Although Nintendo originally designed the 16-bit machine to accept 8-bit cartridge games by means of such an adapter (to follow Sega), they have yet to produce such a unit themselves. As reported in Electric Brain several issues ago, a spokesman for Nintendo of Japan stated that they had planned to produce one, but shelved the project because it wasn't worth the hassle. They thought it wasn't likely to sell well, as most people already owned the 8-bit machine.

Homby's adapter, however, is likely to succeed, as there aren't so many 8-bit NES owners in the UK. And it will certainly be a big hit in the US, where everyone is gadget mad — the amount of Game Genies sold there is quite amazing.

The Superdeck is expected to be available around June and retail for a mere £30-£35. And with the arrival of this adapter, you are likely to see others too, from the Far East.



WRESTLING

To find the number one champion Super Fire Pro Wrestling player in Japan, Human have organised matches across the country at participating video game stores in each area, with the overall winners competing in two finals in Tokyo and Osaka. Then they will stage a grand final battle between the two winners to decide who is Japan's ultimate champ - (This final will probably be held at a certain

Japanese computer/video games show).

So, sharpen up your wrestling skills — Human might announce a World Championship event in the future!



VIRTUAL GLASSES

Following the launch of the Activator controller, (where you jump around in a hexagonal device and look like a fool), Sega recently opened its doors to a select few people in the video games' industry, to unveil its latest secret project: Virtual VR. Our man in the know (who shall remain anonymous, or he'll get a slap on the wrist for shooting off his mouth) was there. He can exclusively report that the Virtual VR system is in fact a scaled down version of the big bulky headsets found in arcades.

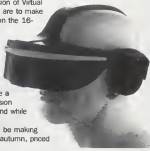
Sega have reduced the size and weight of the device, by moving all the electronic bits into a box that plugs into the Mega Drive (Genesis). The result is that the headset is no bigger than a pair of large goggles.

The Virtual VR apparently works well, giving the wearer full 3D, 360-degree viewing when plugged into the Mega Drive.

Also on show was an early version of Virtual Racing, one of four games that are to make use of the Virtual VR, running on the 16-bit machine (although our man didn't tell us if it was on the standard machine or on CD-ROM).

Of course don't expect anything as highly detailed or as fast as the coin-op! Although the coin-op simulator didn't use a VR helmet, the Mega Drive version should enable you to look around while driving, giving greater realism.

The Virtual VR system should be making its way to all Americans in the autumn, priced around \$200.



THE PROTOTYPE VIRTUAL VR GLASSES

SUPER FAMICOM CD-ROM

A number of people have written in asking about the CD-ROM for the Super Famicom. Well, to answer your questions, here are some of the machine's specs.

As you all know, Nintendo of Japan initially pencilled in January 1st 1993 for the release of their CD system for the Super Famicom. But, due to the amount of other CD systems becoming available, they decided a bog standard CD-ROM wouldn't be enough. So, Nintendo had to improve it — by adding a 32-bit RISC processor! Because of the changes, the release of the Nintendo CD has been put back to August '93 (although this is likely to change as the date draws near — more like early '94, we suspect!).

Like the PC Engine CD, Nintendo's machine will come in two parts: the main CD drive, which will be about the same size as the Super Famicom itself, and sit underneath the console, and a system cartridge containing the "brains" to run the whole thing. A data-transfer lead will connect the cartridge to the CD-ROM.

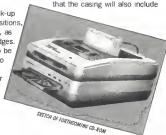
As the operating chips will be in the cartridge, Nintendo can upgrade the system in the future without having to muck about with the CD drive itself.

As mentioned, the system cartridge contains its own 32-bit RISC co-processor, running at a pretty speedy 21.477 MHz. The cartridge also contains 8 Mbits of main memory and 1 Mbit of PS-RAM (sub memory) — plus, of course, the Super Famicom already contains 1 Mbit of its own memory, PLUS (if that's not

already enough) an additional 4 Mbits of supplemental D-RAM memory. The system cartridge has a customised CD-ROM decoder, codenamed HANDS (Hyper Advanced Nintendo Data Transfer System). It includes its own processor — a 65C02, running at 4.295 MHz — so that it can handle data from the CD to the 8 Mbits of memory without bothering the main co-processor. This means you can load in new software, while you are playing a game, without interruption. And full motion video will be no problem!

As for the CDs, they will come in their own "caddy" casing — as with most PCs including Commodore's CDTV. The casing not only protects the CD, but also helps prevent piracy. It is hoped that the casing will also include

256 Kbits of back-up RAM for save positions, high scores, etc., as with game cartridges. The CDs will also be XA compatible, so you'll be able to run them on your Philips CD-I machine too.



DETAIL OF SUPERFAMICOM CD-ROM

NEW LOOK SEGA

As mentioned a couple of issues back, Sega are currently developing a cheaper version of the Mega Drive. This will follow the recent launch of the new PC Engine Duo, the Duo-R (as reported in EB 33), which is now on sale.

The new "Mega Drive 2" should be available at around 7000 yen (approx £41), a lot cheaper than the current model, which sells in Japan for 11,980 yen (approx £70) — although they can buy Mega Drives from discount stores for considerably less.

Although the new machine will cost less, it will have a number of changes. First, a number of items will be given the chop. The MD2 won't have the 3.5mm stereo headphone (ear) socket, so there won't be a volume slider; the external bus for the Mega-Modem won't be included either. This suggests that Sega have abandoned plans for linking machines together (not to mention shutting down their own bulletin board).

The other change will be the packaged controller pad. The old one will be replaced by the all-new, all-dancing, all-sea-buttons Fighting Pad 68 which, of course, is already available in the shop.

Sega are also developing a cheaper Mega-CD to go with the new Mega Drive. This is expected to cost around £100. As yet, there are no details of any changes to the machine... but

you can be sure
we will keep you
posted.



EVEN MORE STREET FIGHTER II NEWS!

You've all read in certain magazines that a Street Fighter II movie is in the works. But as regular readers of Electric Brain will already know, this is not true, (although actors have been used in adverts to promote the game).

However, the SFI characters have featured in the latest Jackie Chan film, which is based on the famous Japanese comic, City Hunter. Although this film has nothing really to do with Street Fighter II, there is a fight scene where Jackie fights some bad guys who are made up to look like SFI characters — including Ken and E Honda, although Honda is a skinny guy instead! And Jackie, of course, is dressed like Chun Li! As Jackie Chan fans, we'll keep you posted on the film when it's released.

As you are all aware, rumours keep drifting around that Street Fighter II will be coming out for both the Mega Drive and the PC Engine. As yet, none of the big companies involved are willing to confirm or deny these rumours. Most of these reports originated in the US and UK; word has of course reached Japan, putting pressure on the various companies involved — especially Capcom — to tell all. By the time you read this, the continuing uncertainty may have been cleared up. Whatever happens, check out the next issue of EB for the FULL FACTS about Street Fighter II on the other machines!



VIRTUALLY FIGHTING

The Japanese are going Virtual MAD!

A new Japanese game show called Virtual Battler has recently appeared on their small screens (made by TV producer TBS). Our man in Japan, Tsuyoshi Yamashiki, explains all...

Like all good game shows, contestants are picked from the audience. There are two people in each team, each of whom are "linked" to contraptions that are in turn connected to a computer. In front of the "victims" is a large screen, showing a Street Fighter II style game. The two contestants in

a team (see picture taken from recent broadcast) control a computerised guy on the screen, who is up against a computer controlled robot. One person (on the left of the picture) moves around — literally — left or right, some-



times
crouching or
jumping, to avoid the
opponent's attacks.

Meanwhile, the other guy (wearing boxing gloves) keeps punching a bag to gain hits on the robot (just like hitting the FIRE button in many games). All these moves are copied by the character on the large screen, as he fights the robot. The first team to win two rounds is the winner!

This game show is a right laugh — maybe a version will soon be produced over here in the UK.



VIRTUAL BATTLES CONTESTANTS IN ACTION

PC ENGINE SOFTWARE NEWS

Hudson

Hudson seem to be going RPG crazy, as they are currently programming Record of Lodoss 2 and the next Far East of Eden game, both on Super CD.

However, they are also set to produce a brand new version of Wonderboy. The game, also to be released on Super CD, will be very much like their last title, Dragon Trap, an action adventure game with a hint of RPG.

As for sport titles, Hudson are currently working on Power Golf II and Power Tennis. This game is very much like other tennis games, with four player action. No release dates as yet.

Working Design

The other US company responsible for Japanese conversions is planning to convert Cosmic Fantasy 3 (RPG), Exile: Wicked



Phenomenon (RPG) and Vastel (a strategy war game) into English. They

are also working on converting two Neo Geo games for Super CD format: King of the Monsters 2 and World Heroes. Considering there's a severe lack of beat 'em ups on the PC Engine, this is great news — especially as World Heroes is a pretty good Street Fighter II clone.

TTI

Well... after the release of the Turbo Duo, TTI (the US side of NEC), have committed themselves, at long last, to releasing more games for their consoles — and on CD too. One of the best looking is an adventure game called Beyond Shadowgate. Although the game is an adventure, it's an action game — similar to Monkey Island, as you control a guy with the pad and can talk to people, pick up and drop objects, fight off guards and monsters, etc. The game looks fabulous; the CD version should be out around May. One to look out for!

Also from TTI comes Dangerous Journey, an action game where you control four characters imprisoned in a castle. Looks pretty awful... but hopefully, it will play better than appearances suggest!

TTI are converting a number of worthwhile games into English. So look out for: Dragon Slayer II, the top-selling Japanese RPG; Dungeon Master, the game most people have been waiting for; Macross Simulation, a strategy war game set in outer space with robots; and Record of Lodoss War, another RPG based on the hit Japanese comic/anime.

Another TTI English conversion will be Konami's excellent Snatcher, the adventure game based loosely on Blade Runner. You can be sure we'll be at the front of the queue for this game!

Victor Musical Ind



Victor has two sports games in the works: TV Sports Basketball and TV Sports Ice Hockey, both based on the Cinemaware titles. And as with most PC Engine sport titles, they will enable up to five players to participate at the same time! With this in mind, both should be extremely playable, especially the ice hockey.

They should be available any day now on MuCard with memory backup.

NEC Home Electronics

NEC HE are planning to release a Digital Comic on Super CD in May. It will be based on one of Japan's most famous children's books, featuring a cat and its other furry friends. The CD will also include one of Japan's most famous stars who will be putting her voice to the title. The comic is for young children, so not many people are likely to buy the game!



SUPER FAMICOM

Acclaim

After the excellent conversion of Smash TV, the conversion of Mortal Kombat to the SF is looking just as good. The 16meg game cartridge will feature everything from the original coin-op, including the original designed characters and all their moves, plus sound and playability. But it's not certain that Acclaim will keep all the death moves and so forth, as Nintendo are quite strict on gore! Expect it to be available around September.

Acclaim's other new games will include: T2: Judgement Day, a platform shoot 'em up based on the impressive film of the same name; The Incredible Crash Dummies, another platform style game featuring those car dummies; and for WWF fans Super Wrestlemen 2.



Capcom

The bidge from Capcom has to be Final Fight 2, the sequel to one of the best scrolling beat 'em ups around. The game follows the original, but this time while Haggar remains, the Street Fighter and Ninja have been given the boot to make way for Maki, the female martial arts expert, and Carlos, the nifty swordsman.

The Bionic game will definitely incorporate a two player mode, the action and gameplay will remain very much the same. The enemies also have very similar looks to characters from other games; there are things like Zangief of SFF (but without the hair), and for, roly-poly guys taken from Captain Commando. The rumour that Chun Li will make an appearance is true. On one level, she can be seen in the background eating from a bowl with chopsticks!

Other forthcoming games from Capcom include: Gool Troop, a two player action game featuring Gooly and his son; Madden, a game based on the hot Disney animated movie; and Capcom's MVP Football, an American football game — but can it beat Madden '93?



System 3

System 3 are soon to release their first game for the SF, a conversion of the Amiga game, Putty. Putty is a blue blob that can stretch, absorb, flatten, inflate, punch and jump around the screen. The game's a very tricky platform adventure in which Putty has to save his robot pals, who are scattered around each enemy-packed level.

Video System

After Super Volleyball 2, Video System have turned their skills to creating a vertical shoot 'em up. Their new game is very much like Vapor Trail and looks mega. In fact the game has just appeared in a newsgast near us in coin-op form, so watch for a companion review. More news on this next time!

Human

Human's next game for the SF will be Septentrio. This dingy action game is based on the disaster movie where a sea liner hits a tidal wave and overturns. As a survivor, you must lead a group from the bottom (which is really the top as it's upside down) to the top (bottom) of the ship to escape. The novelty of this game is that the whole ship rocks back and forth with the waves as you move around — so the screen constantly rotates. A nice touch is that the characters also lean in an upright position when they walk around. Out around May.

Interplay

After the soon-to-be-released Lost Vikings (see next issue for a full review), and Clay Muses (check out the preview in this issue), Interplay are working on Rock & Roll Racing and Lords of the Rings. Rock & Roll Racing is the sequel to RPM Racing, but it looks likely to be a lot more playable than the original. Again for one or two players, Lords of the Rings will be an action RPG.

Enix

Over in the US, the Enix team are to convert a couple of their excellent Japanese RPGs into English format. These include the top seller Dragon Warrior V (Dragon Quest V as it's known in Japan), and Seventh Saga, a game similar to Enix's own Soul Blader, but with RPG elements thrown in too. Atraster 2 is also under development.

As for the Japanese side, Enix are working on a compilation games will be identical to the original 8-bit NES versions, but with better graphics and sound. Hopefully this cartridge will be converted into English soon after its release.

Ocean

Ocean have more money than they can throw: not only do they hold the licence to The Untouchables, but they also have Spielberg's Jurassic Park and comic hero, Dennis the Menace. As The Untouchables has already appeared on the Amiga as an Op. Wolf style shoot 'em up, the SF game is likely to be similar, and possibly Super Scope compatible. As for the latter two games, these are very likely to be platform adventure games — judging by their previous SF titles!

Jaleco

Unfortunately Jaleco's 16meg Dead Dance arrived too late for a full review in this issue. It's an awesome beat 'em up game in the style of Street Fighter II. Although not as good, it comes a close second — check out next month's EB for a full blow, in-depth, definitive assessment!

DataM

DataM have produced a couple of crummy games for the SF in the past. Their next project will be a conversion of the Success coin-op shoot 'em up, Cotton, which will be called Cotton 100%. Could the 100% tag mean it will be identical to the coin-op? The game has appeared on the PC Engine CD — check out your next issue of EB for a full review!

Virgin

After Global Gladiators on the Mega Drive, Meg and Mac will be converted to the SF too. And judging by the early action shots, the game will be identical to the original. Another forthcoming conversion will be Wolfchild, a platform game already available on the Amiga and Super CD.

SOFTWARE NEWS

K Amusement Leasing

As well as Takara, K Amusement are converting Neo Geo games to the Super Famicom. With 2020 Baseball already available, their next project will be a conversion of the mega best 'em up Art of Fighting. How they are going to manage this mammoth task from 104meg with all the only 16meg with all the massive animated characters and sound will have to be seen to be believed! Even so, early screen shots of the SF game look pretty good. This game is unlikely to be ready until late in the year, possibly around

October/November

Takara

Joining K Amusement in converting Neo Geo games, Takara are set to convert the latest Neo Geo best 'em up, Fatal Fury 2, for the SF. Considering the rather poor conversion of the original game, let's hope Takara can make a better job of this more challenging and playable SF clone.



Seta

After Exhaust Heat II, the next Seta game to incorporate the S-CPU (Super Co-processor) chip will be a Japanese board game!! Not exactly what we had in mind. But apparently the chip is incorporated to speed up the calculations and moves of the computer — so you don't have to wait ages for the computer to make its next move. The game will only be available on a 4meg cartridge, although it will become the most expensive SF game, selling in Japan at ¥14,800 (approx £90). It's a good job none of us are into this board game!

Seta's other new games include Silver Sages II, a 16meg RPG, very much like Final Fantasy II, for release in May.

And we are still waiting for Nosferatu, the better looking Prince of Persia game — although Seta doesn't seem to be giving away much information on how



it was announced at the same time as the original Exhaust Heat!!

Sony Imagesoft

With Sony owning a big shoe of the movie industry, it's no surprise that they will be dishing out games based on their own films. They have three currently in the works for the SF. First up is Dracula, a platform adventure where you must stake out Dracula and his minions. Then there's Gulf Hanger, a new movie about a mountain climber starring Sylvester Stallone. The third is Last Action Hero, starring Arnold Schwarzenegger... as ever, Amie goes round killing lots of bad guys! Sony also have two sports games under development: ESPN Baseball and Football.

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05/93

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SEGA'S MEGA DRIVE CD

David Simmonds fought his way to the front of the queue, battling the Yanks out of the way to get his hands on Sega's "new" Sega-CD. So what's this piece of plastic like? And, more importantly, how good are the games? Read on...

Released in December 1992 in America, the Sega-CD is cosmetically identical to its Far East cousin. The unit attaches to the expansion port on the right hand side of the Mega Drive (aka, Genesis) and looks very neat when ready. (Unfortunately the "new-look" CD unit Sega are making to save money, will attach alongside the Mega Drive instead of underneath it — but that's a long way off!)

As every magazine has run features on the unit, I won't dwell on its technical aspects. But there are some things to bear in mind. The US machine will only run on a SCART-switchable Mega Drive (check before you buy!). It will not run any Jap CDs (some companies can put a switch in — again check if you're desperate to play both). It's also very expensive at around £350.

THE GAMES

The American Sega-CD comes with a good selection of games to get you started.



THE 4-IN-1 PACK

Sega Classic 4-in-1 Pack.

This pack contains Columns, Golden Axe (now only one player), Streets of Rage and Shinobi. None have any extra levels, but they all have slightly improved sound. Not a bad CD for a "freebie", but you're bound to have at least one of the games already.

Sherlock Holmes (Vol 1)
This interactive murder mystery was originally on the PC Engine CD. You must use the various icons (go to, check book, read paper, etc.) to solve three mysteries. When you interview suspects you see the scene acted out by actors and must gather clues from their testimonies. Finally, you can take the case to court and if you're successful, you receive a score to check against that of Sherlock Holmes himself. Loads of acted scenes and speech (the help screen talks you through all the icons) and three hard mysteries make this excellent value.

Sol Feace

The first CD game from Wolfteam, this horizontal shoot 'em up over seven levels is also available on cartridge. The gameplay is standard shooting with power ups and end of level bosses (as well as a strange fixation with spidery arms and legs!). The graphics are colourful and easy to recognise and everything moves at a fast pace. The third level's flickering flame background is excellent.

The CD extras include a spoken introduction to the story, suitably dramatic background music and some lengthy full screen animated scenes. The in-game music is CD quality, but it's not amazing — perhaps that's because this was the first Sega-CD game ever made! Also, seven levels may not sound much but they are rock hard and will keep you busy for a good time. So again, this is good for a "freebie".

Now let's take a look at the CDs you can buy separately.

Sewer Shark

This is a flagship game for the CD unit making extensive use of real actors and motion video (I use the word "actors" loosely!).

Sewer Shark is set in a future where the population lives underground in cities

connected by sewers. The "sharks" are exterminators who travel through the sewers, killing any mutant creatures they find for profit. Your co-pilot, Ghost, gives you advice on the internal TV, as do Commissioner Stenchler(!) and Falco, a fellow sewer shark. The game involves flying through the twisting sewers, making sure you don't miss junctions and shooting anything outside. It's all in 3D and later on the speed becomes incredible. It's certainly a challenge and the huge amounts of speech and video draw you in. (Note for fact fans: the game was designed by John Dykstra who made Battlestar Galactica)



SEWER SHARK CD — JUST LIKE A NORMAL AUDIO CD

Night Trap

This is a 2-CD monster with a stupid B movie plot. A group of brainless teenagers staying in an old house are being taken by vampire-like creatures for food. Your job is to save them by monitoring every room in the house via cameras and activating traps when the creatures try to attack. The game is entirely played with motion video, using actors and actresses. It's all in real time and you need to keep switching between rooms. Like all B movies, you'll hate yourself for watching it, but it's great while you're playing.

Road Avenger

Called Road Blaster in Japan, this is a Dragon's Lair style cartoon that you can control. The intro shows a newly wed couple being forced off the road by a bike gang who kill the bride. The groom then transforms into a Mad Max style vigilante who takes to the streets in his car to wipe out the gang.

- WORTH IT?

The game is viewed through the windshield of your car and is entirely animated, running for about 30 minutes (assuming you don't get killed). The controls are simple: LEFT, RIGHT, BRAKE and TURBO. And on the easy level, you get on-screen indicators showing you where to move. As with all the live action/animated CD software, the quality is slightly grainy, but this doesn't detract from the game itself. The animation on Road Avenger is very good. Some scenes — such as the one in which you're chased



ROAD AVENGER... TURN RIGHT IS THAT?

through a cornfield by Combines and helicopter gunships — are stunningly staged, complete with cut aways and close ups. And it's not often you get to chase a biker through the inside of a hotel in a car!

The music and effects are very good, with solid rock tracks. A special word for the song that plays during the animated intro — it's great!

Road Avenger is a good one to show off the system, but it's too limited for repeated play.

Cobra Command

Another Wolf Team animated adventure. This time you're the pilot of a helicopter gunship who must single handedly take on an invading army (your comrades have done the logical thing and hidden, I presume).

As with Avenger, it's an out-of-the-cockpit view game, but with slightly more control and a cool line in guns and (limited) missiles. You move your sights around the screen to hit the vast assortment of planes, tanks, ships and buildings before they hit you — easy, right?

You also get direction instructions from an unseen co-pilot in clear speech, which is easy to hear over the sampled music, explosions and bullets.

Cobra Command suffers from a common problem in laserdisk shooting games (eg. Mad Dog McKree) in that you have to fire at a preset "hot spot" to kill some-



thing; so the skill comes from knowing in advance where to put your sights. This turns the game into a memory test instead of a dexterity test (also a problem with Road Avenger). However, there are some superb set pieces, such as a sea battle where a sub-

marine suddenly rises up in front of you and a battle over the Statue of Liberty. It's not a long game, nor is it too hard. Try it before you buy it.

Chuck Rock/Wolfchild/Hook/Prince of Persia

Just a quick mention of these games as they're almost identical to the original console/computer versions. The only difference is that they now have animated intros and CD music — the music to Hook is especially good as it's the original John Williams' film soundtrack.

Three of these four games come from Core Design, who are also releasing Heimdall on CD soon.

So what's my conclusion about this first batch of games? Generally, they're fairly average. Of course, it takes time to create CD-specific games, so my advice would be to wait until the Summer when the first examples (Siphead, Ground Zero Texas, etc.) should appear.



THE SEGA-CD - AS DIFFICULT TO GET AHEAD OF AS SALMAN RUSSOVIET

MEGA DRIVE SOFTWARE NEWS

Accolade

Although there are already a number of baseball games available for the Mega Drive, Accolade are soon to release another, Hard Ball II. While the original Hardball game was pretty good, no baseball game has yet

matched the excellent Neo Geo ones; hopefully Accolade can change this.

More sport from Accolade comes in the form of Jack Nicklaus' Power Challenge Golf. As golf games go this looks real nice, with very realistic looking courses — but can it match the playability of PGA 27? Hmmmmmmmm! And then there's Summer Challenge, a multi-event sport game featuring kayaking, archery and tennis.

Sega

US Sega releases are rather poor in comparison to their Japanese cousins. But the Yankees' next title will be X-Men, based on the famous Marvel comic heroes. The game will be an arcade platform adventure in the Super Shinobi style, where you can play the parts of Nightcrawler, Cyclops, Gambit and the rather cool Wolverine, fighting against their old nemesis Magneto. Each character has its own

special powers, which you have to utilize to complete the game. Graphically the game looks brilliant, with large sprites and Flash Back style backgrounds. Watch for a review soon. On Bmeg cartridge.

Other new Sega titles include Cyborg Justice, a cool robot combat game in which you can customise your cyborgs with different weapons to punch, kick, slice, drill, fire, and throw the enemy robots. It can be played by one or two players. There's also Dinosaurs for Hire, based on the comic, a platform shoot 'em up. And for RPG fans, both Shining Force and Land Stalker are to be converted into English! Yippee! And

look out for Toejam and Earl 2... so start jamming!

On CD Sega are working on versions of Sonic the Hedgehog, Ecco the Dolphin and Batman Returns — all similar to the original cartridge games, but with CD music and effects, additional animation and a few extra stages. And there's Joe Montana Football, which looks very good indeed as it uses the machine's scaling and rotation among other fancy bits.

Sega have also announced the release of Citizen X and a version of Spiderman for CD format.

On the Japanese scene, football fans should look out for J League from Sega, set for release any day now. The game looks

really great and it will be the first of many titles to use Sega's own four player adapter, which will also hopefully be available soon. Another game, Golden Axe III, will be available in Japan around July.

Flying Edge

The Sega team of Acclaim are working on a conversion of Mortal Kombat for the Mega Drive, as well as an advanced version for the Sega-CD. Early screen shots of the game look promising, with the characters looking very close to the original concept. But considering Flying Edge haven't exactly done anything amazing, don't hold your breath for an accurate conversion. The CD version will be the latter's extra music and sound effects, played directly from the CD. Sega Mortal Kombat is unlikely to be available until the end of the year. CD versions of Alien 3 and World Wrestling Federation are also planned.

America Laser Games

If you have a Sega-CD, you can expect a number of laser disk conversions from this company. Most will be shoot 'em ups, in the works are: Gallagher's Gallery,

where you go round shooting all manner of

strange objects like vegetableables, clocks, etc.; Who Shot Johnny Rock?, another shoot 'em up where you are a detective who shoots the bad guys to find the murderer of Johnny Rock; Mad Dog McCree; another shoot 'em up set in the Wild West; and Space Pirate — yep! — another gun game, but this time set in space with you as a Star Raider against the pirates. All games will of course feature full motion video.

Electronic Arts

Amazingly, no sequels to mention this time on their sports range. EA are also set to have a new baseball game called Tony La Russa Baseball, 3 and a game called James Bond geometric action adventure.

Sims

Amazingly, Sims have actually come up with a great looking MD game called Time Dominator. It's an extremely cute platform game, similar to Sonic the Hedgehog and Castle of Illusions. Time Dominator has some excellent graphics; the 8meg cartridge in the works. It's called Devil Buster and is very much in the Rygar and Tiger Road style; you control one of three creatures — half man, half beast — trawling forwards, slashing the nasty enemies and dodging all manner of traps.



The 8meg game looks pretty good, although we won't trust Sims until we've actually played it. No release date. Other forthcoming Sims releases will include a great looking beat 'em up which hasn't been given a proper title yet, which will appear on CD-RDM.

Success: After the release of Cotton for the PC Engine and its conversion for the SF.

Takara

Takara's conversion of Fatal Fury should be available as you read this, on 12meg cartridge. It's the same as the Super



Famcom game. However, the MD conversion looks

to be better than the Nintendo cartridge in one way and worse in another. The bad news is that two of the opponents are missing from the new game (the bald headed Thai fighter and the guy with the stick). And the good news... the Neo Geo, it will have the dual plane mode, enabling you to jump in and out of the screen!



EB'S REVIEW RATING SYSTEM

This is how we work out our game ratings...

VIDEO: How the game looks — presentation, graphics, scrolling, etc. Not always a measure of how amazing it looks, but more a view of how well the graphics suit the game itself.

AUDIO: How it sounds in terms of music, sound effects and speech and, again, how well these suit the actual game — eg. a fast paced shoot 'em up with mellow tunes would be daft!

PLAYABILITY: Generally, is the game fun and satisfying to play?

LASTABILITY: Is it a challenge to complete and are you likely to come back for more?

OVERALL: The overall rating — the higher the better!

THE EB CODE OF PLAY

Video game consoles are generally aimed at younger kids and so most games feature a difficulty setting. But when we review games:

1. The **EASY** setting is banned because it's only for wimps. Games played are always based on **NORMAL** and **HARD** settings. None of this "The game is too easy, I completed it in a day on EASY mode" business — unlike certain magazines we could mention!
2. **CONTINUES** (extra credits) are also for wimps. The above also applies.

WHAT'S IN A NAME?

We also tend to refer to consoles by their original names. For example, the Super Famcom is sold in the UK as the Super Nintendo Entertainment System (SNES). If you go to America, you will find that the Sega Mega Drive is called the Genesis. And in South Korea the game buy is always referred to as the Spewing Granny (OK, so I made that bit up).

Game Arts

After seeing what the SF can do with the Super FX chip on Star Fox, everyone is looking towards Game Arts for their next release. In fact they are converting the impressive 1987 PC-8801 game Silphed for the Mega-CD. Early screen shots of the game suggest it could put Star Fox in the shade — the detail of the graphics is amazing! Featuring many highly detailed craft, massive polygon structures and a fractal landscape, Silphed looks like one game worth buying a Mega-CD for. Development of the game is currently about three quarters complete, so it will be a long while before you can lay your hands on it.



BATMAN RETURNS

SUPER FAMICOM BY KONAMI, JAPAN



Marv: Konami are certainly knocking the games out at a fair old rate at the moment. Their latest is a movie tie-in — what a turn up!

Considering all the junk that's released on the SF, a new Konami title is always eagerly awaited, *Batman Returns* being no exception. So, can they gob-smack us yet again? Well, sort of!

The game starts with an absolutely superb scene-setting story, complete with a near-perfect rendition of the main tune from the Tim Burton film, falling snow flakes and "digitised" stills. You play Batman (surprise, surprise!) and you must rid the streets of evil-doers, protecting women and children along the way. Is this corny or what? This all boils down to an excuse for a good, wholesome beat 'em up with Konami's usual flair again showing other sad software houses how they should do the job.

Batman Returns is unashamedly a Final Fight clone, but you are drawn in right from the start by some great graphics and excellent music. The character sprites on screen are quite large and extremely well drawn, with lots of colours and superb attention to detail. Animation on the Batman sprite is very fluid and the game is played at a decent enough pace.

Throughout the game Konami have made a real effort to be in properly with the film as well as Batman's character (unlike the *Batman vs Joker* game). Each level follows a relevant section of the film and is preceded by some digitised stills and a little bit of dialogue.

Graphics are up to the usual standard (although Mode 7 isn't featured as heavily as in most Konami titles) and there are some really nice touches: large statues scrolling past in parallax, background meltdown, a window cleaner's lift wobbling its way up a building, etc. Slowdown isn't a problem, but the screen does glitch when a few sprites collect together on the same line.

The moves are quite limited and are often dictated by how quickly you tap a button; within 5 minutes you're not really going to be surprised by anything Batman does. Not, that is, until you get the Bat Rope and can start swinging from the ceilings!

The challenge is set about right and progress is made on each go, but with seven lives and three continues it's not going to last forever.

On the whole, *Batman Returns* is just another beat 'em up, quite predictable and destined to be short lived. However, this is

one of the classiest examples of the genre to have hit the SF. Beat 'em up fans would do well to check this out.

SCORE

Video	90%
Audio	90%
Playability	88%
Lastability	80%

85%



BATMAN FACES THREE GUNNERS



Onn: Konami comes to the SF's rescue again — this time with *Batman Returns*. Although this is not an amazing title, the style and fair of the programming makes this game well worth checking out!

Basically it's a Final Fight style beat 'em up with a Chase HQ driving stage. The game follows the story of the movie, with nicely presented stills and storyline text as in *Super Star Wars*. Your Batman unfortunately has very few moves — although the ability to throw your opponent into the background (as in *Vendetta*) is great. Like Capcom's *Final Fight* on the SF, there are never more than three opponents on screen.

The graphics are excellent, with impressive scrolling and animation. Sound is just as good: the music is fabulous (superb with the Virtual Cushman!) as it's taken from the movie.

The Batmobile stage is also very good — just like the Mega-CD game.

But although it looks and sounds great, *Batman Returns* is not too exciting to play.

Overall: *Batman Returns* gets the usual Konami seal of approval from me, but had they added a few

more moves (like *Streets of Rage 2*), and more different enemies, it would have become a MUST BUY game. As it stands, it doesn't quite make it.

SCORE

Video	90%
Audio	93%
Playability	85%
Lastability	80%

83%



Dan: Some things in life are inevitable. I thought the fact that Konami always produce great games was one of them. Sadly, there are exceptions to every rule, as *Batman Returns* all too clearly shows.

The main bulk of the game is a Final Fight-type beat 'em up — this may be the cause of the problem. Konami hardly ever produce beat 'em ups — the only one I've seen in recent years is *Vendetta* and, while that seemed great at first, it wore thin very quickly. Anyway, where was I? Ah yes, *Batman Returns*. The moves Batman can perform are pretty good (especially the bash-the-baddies-heads-together move), but somehow the game doesn't play very well and gets monotonous quickly.

On other levels, Bats is armed with a grappling hook and an unlimited supply of Batarangs — but again, these levels aren't terribly interesting. It's hard to describe why this game didn't grab me,



INTERMISSION SCREEN: THE PENGUIN

but for some reason it's just not much fun.

The sound, as always with Konami games, is good, with some nicely sampled music, although not up to their usual standards. The graphics are nicely defined and animated, but are slightly spoiled by the

drab colouring.

Perhaps I'm being too hard on this game. *Batman Returns* is quite decent really. But for once Konami have produced a game which I can't recommend.

SCORE

Video	73%
Audio	82%
Playability	75%
Lastability	65%

72%

BATMAN - RETURN OF THE JOKER

SUPER FAMICOM & MEGA DRIVE BY SUNSOFT

MEGA DRIVE AND SUPER FAMICOM VERSIONS COMPARED



Onn: Sunsoft have produced a number of great games in the past, notably the original *Batman*. This, however, is a pretty average game. Amazing though it sounds, the Mega Drive version is much better than the Super Famicom game.

Graphically, the Mega Drive game has a more comic book look, which is pretty good. The SF version has gone for a more realistic look — but it's failed.

Neither version is particularly detailed; both use stippled graphics and a bad choice of colours — not to mention the lack of animation, especially on the SF. Sound is rather average too, although the first level tune is rather catchy (especially on the Mega Drive).

The game is very tricky indeed as your enemies just drop from nowhere and start firing; they generally require a number of hits to destroy (unless you have a very good weapon). Power ups can be collected on the way and when you get the maximum, you get a well



STAGE 1 - BATMAN KICKS AND PUNCHES A STONE STATUE

ace weapon; but unfortunately this doesn't last long. The platforms are also layed out in a tricky manner and the bosses are difficult to kill, as they fire streams of bullets and take forever to destroy.

Like the original *Batman* game, one of the levels is a side-on shoot 'em up. This is very boring indeed. Animation here is... well, to put it plainly... there's more animation in a Bernard Matthews oven-ready turkey!

As these games go, *Batman* is not too hot. In fact I would say it's fairly poor and I can't recommend buying it. It's definitely not up to the original *Batman*

game.

SCORE

	MD	SF
Video	75%	65%
Audio	70%	65%
Playability	65%	55%
Lastability	55%	40%

50% 50%

SUPER FAMICOM



Marc: Why is it that so many decent licences are wasted on average games that could have been anything? Film-based games in particular rarely deliver as they're usually rush jobs to cash in on the movie's success. Anyway, enough of that.

Batman vs. Joker is not strictly a film tie-in, but it's in the same category as it uses the *Batman* movie characters. There are just no redeeming features in this game that would separate it from a hundred other games on a multitude of other systems.

For a Super Famicom game (the version I played), *Batman vs. Joker* has some pretty shabby graphics, starting with the dodgy "digitised" stils, right through to the sprites and backdrops. The resolution is quite low, a total waste when you consider the visual impact of the two films.

The game itself is not dissimilar to the old MD *Batman* game from a couple of years ago (but nowhere near as good). Again this is a multi-level platform beat 'em up. The idea is simply to get through each level beating up, shooting or throwing things at anyone who gets in your way. As you progress there are various items to pick up (different weapons, energy, power ups) and at the end of most stages you have to fight the boss in order to continue.

Apart from the pretty weak graphics (and the annoying, tinny music and tacky sound effects!) another problem is that this game doesn't really be-in enough with

the *Batman* character. The weapons you collect aren't like anything *Batman* would use (I mean: lasers, multi way guns!). In fact you could replace *Batman* with any other character from any other game (well almost) and it wouldn't make the slightest difference.

This isn't a terrible game, but when there are so many superb, high quality titles vying for your attention, I just can't see any reason to buy this very average effort.

My marks are for the SF version.

SCORE

Video	71%
Audio	70%
Playability	73%
Lastability	68%

70%



More *Batman*
on the next page —

BATMAN RETURNS
BY SEGA -UK

BATMAN RETURNS

MEGA DRIVE BY SEGA, UK



Ohh, OK, so everyone has reviewed this game now apart from us. It's all Sega's fault for not sending us a copy!

Anyway, *Batman Returns* is yet another Sega game programmed by the Americans and, as regular readers will know, I don't particularly like American Sega titles. Not surprisingly, I don't particularly like this one either.

Firstly, the graphics follow the usual Sega US look — horrible, grainy backdrops and awful use of colour, including purple — maybe it was influenced by Prince? In fact it's very much like *Chakan*. And why is *Batman* purple too? Why not black? As for Catwoman, this one's laughable — she looks like she's put on several stone! Did Dawn French play Catwoman in the film?

The sound is also dire, as in most Sega US games; a couple of the tunes fit well with the game, but considering it's based on the movie, why couldn't they emulate the movie tunes (as Konami did with the SF title)?

The game's basically a platform game. Again it follows in the same line as *Chakan*... I wouldn't be surprised if it was produced by the same people (not to mention the same code!). I'm quite a platform fan, but *Batman Returns* just doesn't have the right combinations to make a good platform game. The animation of *Batman* himself is crude and the game just doesn't flow smoothly enough. Plus the game's very tough as enemies just pop up from all over the place. Control of *Batman* is also fiddly — especially as the jump button is also used to control the grappling hook so at times when you want to use the line, you just jump up instead!

The game is massive and there are a few interesting sections, but with the bad programming in game-play, I had only a limited desire to reach the end. After a few stages I got pretty well fed up. Not my cup of tea and, I'll have to say,

you'd have to be *Batman* to buy this game.

If you really want a taste of *Batman Returns*, hire it at your nearest video shop instead! It's worth it just to see Catwoman in action!

SCORE

Video	65%
Audio	65%
Playability	60%
Lastability	50%

55%

BONK'S ADVENTURES

GAME BOY BY HUDSON SOFT, US



David: One of my favourite characters on the PC Engine, the prehistoric headbutter Bonk, has been trans-

ferred to the Game Boy. In this game you must guide the bald hero through a prehistoric land to defeat the evil king Drool.

The game is basically a platform variation, but with a good sense of humour and some surprises. For example, because he is a cave-man, Bonk's only weapon is his (oversized) head. He uses this to headbutt the enemies; otherwise he jumps into the air and dive bombs them with his bonce!

Dotted around the levels are flowers (called florets on the

Engine). Different flowers have different powers (poetry, isn't it!). You can use one as a spring to reach usually hidden areas, while others refill your life meter. Two of these flowers hold meat; one turns Bonk's head to stone so that he can kill all

his enemies by diving at the ground; the other gives him a super loud shout, which also kills them! At the end of every four levels you encounter a boss character. Like the main enemies, these are all odd looking. Though each boss is different (there's a giant bird, an armour-plated rhino with tank tracks, etc.) the basic idea is always to dive bomb them until they die.

There are also three bonus levels which involve Bonk climbing a wall with his teeth within a time limit, a dive bombing test and another in which he has to swim up a waterfall, again within a certain time limit. The bonus levels are reached when you find a rotoblad during the main game — it attaches to your head and whisks you away!

The levels are many and varied, from mountain ranges to deserts and there are even some underwater levels. Background graphics are basic but functional. The enemies

vary considerably from level to level; for example, in the desert they all wear turbans and wind breaks over their faces. Generally the enemies look good.

The sprites are all fairly large, which gives them character. Of course the best animation has been kept for Bonk, who looks great. When he eats meat, his expression changes and he leaps into the air with steam pouring from his ears! When he is Super Bonk he has a psychotic frown, and when he's climbing walls with his teeth you can't help but smile.

The music is a copy of the PC Engine's bright and breezy tunes — in fact they've been copied to perfection. Spot FX are sparse, but



BONK ON THE GAME BOY

the headbutt effect will make you squirm!

The only bad point is that the game is too easy; there are far too many

healing hearts around and a lot of continues. Even beating the bosses is just a matter of learning their patterns.

If you're a fan of the original, you can now take it with you for the first time (unless you're a flash git with a PC Engine GT!). It's not hard, but it's great fun and even when you've finished you'll dig it out again for another quick game. And that's what it's all about! Right?

SCORE

Video	80%
Audio	83%
Playability	90%
Lastability	70%

83%

TOM AND JERRY

SUPER FAMICOM BY HIGH TECH EXPRESSIONS, US



Onn: After the fairly average Hunt for Red October and Harley's Humungous Adventure (both reviewed in this issue), Hi-Tech Expressions are moving

into T*HQ territory with Tom and Jerry.

Tom and Jerry is a multi-level platform game with four worlds of three stages each. The game can be played by one or two players — you either control Jerry or take it in turns to control Jerry and Tuffy.

Jerry has to find his way home. But unfortunately Tom has set traps all over the place to stop the mouse from returning. These include wind up toys, insects, spikes, rats and so on.

Graphically, Tom and Jerry stinks! The game looks like it's been programmed for the 8-bit NES. The background graphics are blocky and bland and the vertical scrolling is jerky. And just when you thought the slow down factor had been eliminated from SF games... Tom and Jerry shows it can still happen, the problem arising when there are a few extra

sprites on screen. Animation is poor, with only Jerry's legs moving when you are in control. And there are no facial expressions. The sound is just as bad — awful



THE FIRST LETHAL ENCOUNTER WITH TOM

renditions of the Tom and Jerry ditties, with very basic sound effects.

The game itself is very boring. It's just a matter of jumping on the platforms (some moving, some not), avoiding hitting the baddies, collecting bits of cheese and, once you get to the end of level,

encountering Tom. All he does is to drop things on you so you simply have to jump up and launch a few missiles at him — easy peasy! On my first go of this game, I nearly completed it. I didn't actually finish it because the graphics were so bad that I couldn't distinguish between what was solid and what wasn't; for example, collapsible grids are identical to stationary ones.

All in all, this definitely ranks as a T*HQ quality game. You'd have to pay me to play it, never mind buying it!

SCORE

Video	20%
Audio	15%
Playability	20%
Lastability	10%

15%

HARLEY'S HUMUNGOUS ADVENTURE

SUPER FAMICOM BY HI TECH EXPRESSIONS, US



Onn: Hmmm... another Hi Tech game. Except this one was developed by EA, so surely it's top notch stuff?

Basically, Harley is a platform game. In fact read my review for Tom and Jerry, replace Jerry with Harley and the game's very similar. Harley is like Jerry



CAN YOU REACH THE LAMP? DO YOU WANT TO?

because he has accidentally shrunk himself to the size of a mouse; his quest is to find all the pieces of the exploded shrinking machine, assemble it and reverse its action so that he can return to full size.

The game has you travelling from kitchen to playroom to closet, as you avoid the flying knives, forks, razor-sharp tin cans, bouncing balls, spiky items, a

host of nasty insects and other mutant creatures!! Luckily you can pick up nails and other useful items to dispose of any vermin that get in your way.

Harley is not a bad game — it does feature some nice touches. For example on stage two you get to drive a tank, which can jump, and you can control its gun to fire at different angles. But in the end this remains a pretty average platform game, with nothing much to offer. The graphics are average too — adequate but completely lacking that "WOW! LOOK AT THAT B*****" effect.

The main character is a pretty boring looking spinto. He has also caught the Lethal Weapon disease of sticking his arms out when he jumps. Audio is OK, with some fairly reasonable soundtracks — although they are short and repeat too often — and the usual spot FX.

Harley's one of those fairly average games which would have been great just a year or two ago — maybe. But compared to the likes of The Addams Family 2 or Tiny Toons, it just doesn't rank anywhere near the premier league. The game also has some annoying factors — eg, you can't configure the buttons: playing

with B to jump and A to fire is too awkward, especially as you can't bounce on the nasties to kill them.

If you are a mad platform freak and have all the other good platform games,

then maybe you should consider this. Me? I'll give this one a miss. It's quite playable, but I'd rather spend my money on something meatier — like several large pizzas with everything on them (apart from olives).



TANK ATTACK - BEAST TINY LERO WALLY

SCORE

Video	60%
Audio	60%
Playability	65%
Lastability	65%

65%

SPOT'S COOL ADVENTURE

BY VIRGIN, US

GAMEBOY



7 Up's American mascot (in the UK we're stuck with that stupid kid instead). Spot is... well... a spot with arms, legs and shades. In this Mano-copy, he's stuck inside the Game Boy and must survive twelve levels of platform and shoot 'em up fun.

During the platform levels, Spot can pick up blocks and carry them to attack the cute enemies. Unlike Chuck Rock, carrying blocks doesn't affect your jumping power, which is a good thing as some platforms require pin point jumps. As well as standard platforms, the areas are full of lifts, solid clouds and leaves that fall away when you touch them (did I hear someone say "World of Illusions"?). Bonus hearts and coins (called "cool points") are usually placed in difficult to reach areas. Collect enough cool points and you enter a bonus level where Spot tries to trap floating hearts behind a banner. Any heart caught is added to your life meter.

There are also two flying levels. One is on a jet pack where you steer around debris and collect coins (sorry, cool points), but you can't fire. Later you take to the stars in a space ship, but this time you're armed (hooray!).

Unfortunately, there's little to separate Spot from the dozens of other platformers available. The graphics are

alright. They're detailed enough to be recognisable and the backgrounds are unobtrusive. Spot himself is cute and moves well to the controls, but the enemies are more of a nuisance than a



real threat — if you die, it will be because of a bad jump rather than an enemy. The sound is jolly without becoming annoying. There are two difficulty levels: the harder one has a time limit for each level and less hearts to start with, but even this is a walkover after Mandard. I could also have done without the 7 Up plugs everywhere. Every level of the game map (Mano again!) is a 7

Up symbol and Spot stands next to a can of the drink on the title screen!

In conclusion, Spot is a good game for kids, but it's no more than average when compared to some other platformers around. Shame really.

SCORE

Video	78%
Audio	70%
Playability	83%
Lastability	70%

75%

MEGA DRIVE



too. The cool 7 Up character must save his chums (who look identical to Spot) who are caged and padlocked in each of the platform stages of this game.

When you stick in the game, Spot appears surfing on a big green 7 Up bottle, accompanied by some groovy Beach Boys-style music. Spot is the size of the actual red spot on a can or bottle of the 7 Up drink. So each level requires you to negotiate him through a giant landscape where crabs, spiders, worms, etc appear as big as elephants.

The game starts off on a beach; you must strut across the sand avoiding or shooting crabs and other shellfish creatures. You can fire fuzzy bubbles, jump and catch balloon lines and bounce on the bubbles. Along the way you can collect red spots for additional points, as well as 7 Up icons to increase your energy should you get hit. Plus there are flags, which act as start points if you die. When you find your caged chum, you shoot the lock — and freedom! Stage complete. You are then given a bonus, based on your remaining time. If you complete it with speed you can gain an extra life.

Other levels include a workshop and a toy shop with ropes, spiders, insects, sharp nails, spikes, slime, water, frogs on lily pads and so on.

Occasionally you'll enter bonus stages, where you have to collect as many objects as possible within a time limit. One of these is especially good as you have to jump and bounce your way up a massive 7 Up bottle spanning several screens in height.

The graphics in this game are excellent, with very detailed, multi-parallax backdrops. But the sprites are the best, with great animation — especially Spot himself. He looks so realistic and full of character as he walks around, flips, dives, hops, jumps, takes off his shades to clean them, plays with his yo-yo, clicks his fingers while dancing, etc. Excellent stuff — certainly the best animated character I've seen on a video game.

Sound is great too, with a variety of music from jazz to pop, although it can get a bit repetitive on some of the longer levels. Sound FX are OK. As for gameplay, Spot is a pretty good platform game, but very much like Global Gladiators; it's fun to play, but rather average. The game also suffers because your jumps need to be perfect; also

in quite a few places you have to leap into open space and hope that there's a platform to land on! Despite this, the game is fairly easy and shouldn't take long to complete — you're unlikely to play again as the only really excellent feature is Spot himself.

All in all, an above average game: worth a look (especially if you're into platform games and if you've completed Sonic 2) but not an essential purchase.



SPOT ENCOUNTERS A SHRIMPING CRAB ON STAGE 1

SCORE

Video	90%
Audio	85%
Playability	75%
Lastability	65%

85%

AEROBIZ SUPER FAMICOM BY KOEI, US



Onn: Become Richard Branson in this new airline manager game from Koei. Aerobiz is a pure strategy game — so all dead brain shoot 'em up and beat 'em up fanatics should stay well clear.

The game is played by four players (either computer controlled or human). Your objective is to set up an airline company, maintain it and become the number one airline after a few years. Aerobiz has two games set between different dates, with five difficulty settings. So it will certainly take a long time to complete.

Like other strategy games, each player gets a "turn" to maintain the airline. Once you've established a name and decided in which country you wish to have your base, you arm yourself with a few billion quid and some planes and then you start building up your routes. At first these are limited and you have to decide what types and how many planes will be used — plus how many times the planes will fly each week. There are a number of planes available, including the Boeing 727 & 737 for short range flights, the Boeing 747 (Jumbo) for long distance flights, plus the Concorde, DC9, Airbus 300, etc. Because there are not many routes when you start, you can send up to three of your staff to negotiate a certain amount of "slots" in other countries, although it can take a number of turns before any deal is struck. But once you have secured the slots, you can make flights to those locations too, thus increasing your profits.

Of course you don't have a limitless supply of planes at your disposal, so you have to buy additional ones too. You can choose from four manufacturers: Boeing, McDonnell Douglas, a European consortium and the Russians. Unfortunately, if you have a Western based airline, you can't buy Russian bloc planes and vice versa.



AEROBIZ: THE MAIN MAP AND COMMANDS

On top of all this, you have to think about advertising, setting up offices in other countries (you can only make a route from a base), building hotels, buying shares in air-charter companies, fighting price wars with other airlines, disasters like wars breaking out, air port

strikes, special events like Olympic games being held at certain locations (so get routes in there quickly!), a decline in passengers, new planes being produced — and lots more.

This sounds like fairly complex stuff. However the game is actually very simple to play because it uses icons and pointer controls, with all relevant information displayed very clearly. Getting into the game is no problem and in a matter of minutes you'll have routes stretched around the globe. But making a large profit is another matter!

On my first go (on normal setting), I established a number of routes around Europe and Asia and after a couple of years I found that I was number one in all three ratings (Passengers, Profits, Share). But as time went by, my company slipped and at the end of it all I was bottom in all three. I'm sure the computer players had a dirty tricks campaign going!!

Audio and video are generally average on strategy games. Here the graphics are very well put together, although they're nothing outstanding. Sound is limited, although you can select from a number of tunes whenever you like, based on the different countries (including the Russian Tetris tune — ACE!).

Overall, Aerobiz is a highly polished effort as strategy games go.

One criticism I have to make is that there are too many windows within windows, so it can take some time to get to the option you want. However, if you like manager games or programs like Sim City, this one is definitely for you. Each game can take several hours to complete.

Conclusion: a MUST for strategy buffs.

SCORE

Video	85%
Audio	85%
Playability	85%
Lastability	80%

85%

NEXT MONTH IN YOUR FAVOURITE ENCEPHALIC ORGAN!

ELECTRIC BRAIN

EB celebrates reaching Issue 35 with the exclusive truth about Seta's SCII Chip.

REVIEWS: 2020 Baseball (SF), Darkwing Duck (GB), Dead Dance (SF), James Bond (MD), Lemmings (GB), Pop 'n' Twinbee (SF), Splatter House Part 3 (MD), Ultra Man (MD), Wings Of Thunder (PC-E) — AND MANY MANY MORE!

PLUS: Hottest news, groovy tips and some more screwdriver-bending hardware mods!

**ELECTRIC BRAIN ISSUE 35: ON SALE
26 MAY 1993**



WHEN THE DOCTOR SAID YOU SHOULD TAKE MORE EXERCISE, I DO NOT THINK THAT'S WHAT HE HAD IN MIND

ANIME: MYSTERIES REVEALED!

By Brian Flanagan

Anime: Japanese for animation. *Fist of the North Star*, *Akira*, *Venus Wars*, *Odin* — all these are Anime and available on video from your local video store. Brian Flanagan, a proud owner of many Japanese videos, introduces us to the wonders of this oriental art.

Firstly, I'd like to try and clear up the misunderstanding about "Animation Quality" which seems to affect a lot of reviews of the few Anime releases that are doing the rounds at the moment. The reason why Project A-Ko and *Urotsukidoji* aren't as well animated as *Akira* or *Venus Wars*, for example, is that they represent two totally different types of Anime.

Project A-Ko was released in Japan as an OAV (Original Animation Video). This means that it was made solely for release on video and was completed

of them will probably never reach these shores in translated form.

OAVs tend to be appreciated more for their character design than their animation quality. Also a video-only release made cheaply doesn't have to make as much money to break even — so it doesn't have to be as mainstream and "safe" (*Urotsukidoji* is a prime example of this). Speaking of *Urotsukidoji* (which means "wandering kid", by the way)...

this wonderful piece of animation is a seven-part OAV series. The first three parts were edited (and heavily cut, believe it or not — you should see the uncut version!) together to form the UK video release. Whether or not *Island World* will decide to release the other four parts is uncertain. Perhaps they'll decide against it, as these remaining episodes feature a range of diverse subjects, including Adolf Hitler resurrecting demons by means which would not be to everybody's taste!

This type of porno/horror Anime is very common and — I must stress — is NOT the type of stuff that would be watched by kids; it's strictly for 18 and over viewers, even in Japan. Even so, *Urotsukidoji* is quite tame compared to other titles like *Violence Jack* (by a famous Japanese comic artist called Go Nagai, who did the character design for the forthcoming MO game *Mazin Saga*, reviewed in this issue). *Violence Jack* features every kind of brutality and savagery you could imag-



1 & 3 EYES, COMING TO YOUR SCREENS SOON ON VIDEO AND FOR THE MEGA-CD

ine — it would definitely not get a showing on BBC TV's *Going Live!*

The majority of Anime, however, is usually a little less messy, being either sci-fi or fantasy orientated, with only an occasional splash of the runny red stuff. In future editions of EB I'll look at some of the Anime that's set for release in the UK. Meanwhile, if you have any questions about Anime, Manga (Japanese comics) or any related subjects, write to me care of EB and I'll try my best to help. (ANY REQUESTS FOR TAPES WILL NOT BE ANSWERED!).

The next Anime video to be released in the UK will be *3x3 Eyes*, based on the Japanese ghost story comic (soon to be on the Mega-CD too — but, alas, only in Japanese). The video will be rated PG and (like *Dominion Tank Police*) will come in two parts on two tapes. The first will be out as you read this, with the second following on, a couple of months later.



FIST OF THE NORTH STAR



AKIRA, BUT ANIME RELEASE TO DATE

in a relatively short period of time. On the other hand *Akira*, which was a cinema release in Japan, took around 2-3 years to make. Movie releases such as *Akira* are very few and far between; a lot

MEGA-CD GAMES

LUNAR THE SILVER STAR MEGA-CD BY GAME ARTS/STUDIO ALEX



Brian: This was the first Mega-CD RPG to appear in Japan. It breaks no new barriers in the way of play, but it's a very pretty (albeit a very Japanese)

role player.

It's standard RPG fare. Build up your party, fight monsters at Final Fantasy II and complete the various tasks. The graphics are some of the best I've seen on a console RPG, mainly because the makers had the brains to get a proper animation studio to do the character design and intro/intermission drawings. The sprites and backgrounds are also extremely good, but then again that's what you would expect from the company that produced the wonderful Alisia Dragon.



THE FIGHT SCENE. TIME TO KICK, JEM... (WHATEVER THEY ARE!)

The audio is of a very high quality; the voice actors are good and the music is well produced, orchestrated and varied and suits each area very well — the part where you go into a forest to meet the hero's sister is soooooo nice (if a little twee!), it's the sort of thing you go out of your way to demonstrate to your mates when they come round.

One thing I really like is that if you want to examine an object or speak to a character, when you press the appropriate button, it automatically moves your party to the character/object closest to you. The A.I. mode used during fighting is also very good.

Because this is the Japanese version, it's frustratingly difficult to play as you

have to wade through a great deal of text and speech to make progress — and there's nothing worse than getting an item and not knowing what it is, or does!

Sadly, the English version may not see the light of day due to the lack of sales in the West for previous games of this type. Capcom's gorgeous Breath of Fire is probably going to suffer the same fate. Maybe that's because most Western gamers like to put their brains away in a little box when they play. Sad really...

SCORE

Video	92%
Audio	95%
Playability	85%
Testability	85%

90%

DENNIN ALESTE (NOBUNAGA AND HIS NINJA FORCE) MEGA-CD BY COMPILE



Brian: This CD shooter is pretty much the same as Musha Aleste on the Mega Drive and doesn't really offer much in the way of innovation. But does that make it a bad game? Well...

The obligatory CD intro is rather lengthy and VERY dull, featuring a few bitmaps and a Japanese voiceover telling you the story. The game itself has some quite pretty backgrounds and good sprites. The bosses are nicely drawn and some are a real bitch to kill.

Music, however, is rather wishy washy; it interchanges between dull rock synth tracks and dire techno dance music, which makes "2 in a room" sound good! Hardened shoot 'em up pilots will probably be able to finish this very quickly. I managed to finish it on my first go in an

evening (unlimited credits rear their ugly head again). In fact it's very tempting to



TIME TO BLOW UP A TEMPLE AGAIN!

finish the game in one session because the "why should I stop now when I'll have

to start again another time" syndrome creeps in after about level four.

Sadly, this game could almost have been done on an 8meg cartridge — you'd only have to lose the intro and inter level scenes (which only appear half way through the game). The sequel to Dennin Aleste is on its way and I can only hope it'll make better use of the Mega-CD's capabilities.

All in all, if you can't wait until Technosoft make Thunderforce 5 or if you're desperate for a blast, it might —

just
MIGHT
— be
worth
your
while.

SCORE

Video	75%
Audio	40%
Playability	75%
Testability	40%

70%

VOLLEYBALL TWIN

SUPER FAMICOM BY TONKIN HOUSE, JAPAN



Dan: The only volleyball game I can ever admit to having enjoyed was Video Systems' Super Volleyball. So is this game as good? I would have to say "no", although Volleyball Twin is still fairly decent.

It does have its strong points. Control is much better than on SV, as the perspective allows shots to be placed anywhere on the court. Due to the number of buttons on the SF joystick, Tonkin House have been able to include lots of different shots (all the ones from SV, plus a few extra) without having to use the d-pad button and direction combinations of its predecessor. The control method is still a little tricky, but thankfully an excellent training option is included.

Another good point is the large number of options available. As well as normal volleyball, you can play Beach Volley (two players per side), a two-player-versus-computer option and a selection of tournament options.

Technically, Volleyball Twin is similar to Super Tennis. The graphics are nice, with good sprites and a reasonable Mode 7



ON MY AGAO, MATE

court. The sound FX and spot samples are decent — but the music is awful.

So far (except for the music!) so good (except for the music!).

Unfortunately, this game does have two quite large faults, I'm afraid. Whereas the screen scrolls ahead of the ball in Super

Volleyball (thus helping in timing the shot), this does not happen here. The screen scrolls quite late on the ball and makes returning the ball more difficult than it should be. This can be very frustrating.

The second fault? A big shortcoming of Super Tennis was the computer intelligence, as it was very easy to find shots which none of the computer opponents could return. The same problem arises here. On my second go at this game I

SCORE

Video	80%
Audio	70%
Playability	75%
Lastability	75%

75%

found a serve which the computer Beach Volley players could not possibly return!

Though Volleyball Twin is not perfect, those wanting a decent two player volleyball game might wish to take a look.

SUPER VOLLEYBALL II

SUPER FAMICOM BY VIDEO SYSTEMS, JAPAN



Onn: We at EB Towers in the leafy outskirts of Nottingham love the original conversion of this game on the PC Engine.

We have spent many happy hours on this — especially perfecting the recovery of the "hit-the-lights-with-the-ball" trick!

So with Video Systems releasing a special Super Famicom version, I was eagerly waiting to get my mits on it. The game itself is identical to the Engine game, with the same options of play (one or two players, number of rounds, points to win, different country opponents, etc.). The game plays the same too; using two buttons, you can get your four men to serve in different ways. There are also fake shots, multiple blocks, tip overs, devastating spike shots, acrobatic recoveries and a host of other moves. However, you might have wondered why it's called Super Volleyball II? As well as the normal Japanese and national teams, this game includes the futuristic Volleyball Championships. Here the teams are kitted out like Robocop and the game is played with a harder, metallic ball (with

appropriate metal-to-metal sound effects). Although this mode is not that different from the normal game, the characters can perform some extra, interesting moves — like turning the ball blue so



SEE, WHAT ARE YOU DOING ON THE FLOOR?

that it will bounce in mid-air, or turning it white after which it splits into three balls and totally confuses your opponent in the process!

Graphically the game is very much like previous versions: not very detailed but having that misty look which gives it a pretty realistic feeling. Animation on the other hand is brilliant — although the

flashing of the controlled character is extremely off-putting. As with previous versions, another niggly I have to point out is the imperfect scrolling. Usually the scrolling is fine, keeping up with the ball. However, at times it can go very near the edge of screen, making it impossible to

SCORE

Video	87%
Audio	70%
Playability	90%
Lastability	85%

85%

see what your players are doing! This usually happens if you fake a shot and pat it backwards for your back man to spike it. On yeah... another thing missing in this version is the radar.

As volleyball games go, I have to rate this as the best for sheer playability and speed. The simple way Super Volleyball II is presented and executed makes it well worth considering, especially if you like other sport games like Super Tennis.

COLIN'S CONSOLE



STAR FOX

SUPER FAMICOM BY NINTENDO, JAPAN

VIDEO

GAME
OF THE
MONTH

Star Fox is the first Super Famicom game to use the Super FX chip. It's a space fighter simulator in which you play the part of a Fox who leads a quartet of fighters against the evil Emperor Androv. Your fighter is equipped with standard Blaster Cannons and limited Nova Bombs.

The game has three routes from your base to Venom, the planet of Androv. And, as you'd expect, each route is different, comprising several different stages, graded in difficulty. Getting through level three will take some doing!

Star Fox is played in two view modes: from the cockpit of your fighter (first person perspective) and/or from behind the craft.

The computer is programmed to switch between the two automatically, depending on whether there's a surface to negotiate or not — although by pressing SELECT you can opt for the other view if you're in outer space.

The stages range from negotiating defences on your base planet, flying through an asteroid field, engaging a full armada, skimming the surface of a meteor, dodging obstacles and such like on the totally wierd sectors X, Y, and Z and finally attacking the fortified planet Venom itself. All stages feature enemy fighters of various forms and sizes who are out to attack you! And at the end of each stage, you have to destroy the bosses.

A great game, or what? Read what EB's Onn and Dan have to say...



Dan: The most eagerly awaited game in recent months (in this country anyway) is finally here — and pretty damn good it is too.

Because it uses the Super FX chip, the main point of interest has been to see what the graphics would look like. I can report that Nintendo have delivered on this score as the visuals are truly excellent.

The polygons used in Star Fox are very large and fast moving and they work extremely well. They aren't as smooth as they might have been, incorporating some slightly rosey stipple shading — even so, the overall look is excellent — particularly with the dynamic panning views that are used at certain points.

Screen shots and descriptions really don't do justice to this game's visuals; they really must be seen to be appreciated. (As most of you have probably seen them already, I'll shut up about the graphics).

Sound is well up to Nintendo's usual high standards. The music is extremely groovy and suits the game perfectly, using samples similar to other Nintendo games, such as Pilot Wings. Talking of samples, Star Fox has some great speech. The animal pilots all talk by making strange animal noises, a nice touch. There is also a fair bit of English speech, which is all very well sampled. Best of all are the radio messages, such as "incoming enemy" and so on — they sound just perfect. The sound FX are pretty good too, with one or two of them using some decent stereo panning — always a welcome addition.

Nintendo have not just brought us a technically amazing game, but a very



QUITE NEAR THE END NOW!

playable one too. The game is truly action packed and has a good deal of variety. There are plenty of things to shoot, lots of tight spaces to squeeze through, huge bosses — it's great! Star Fox might not be as amazing as Namco's Star Blade, but it's much more playable, as you actually have a certain amount of control over the direction your ship takes.

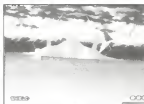
One feature I really like is the fact that your team mates occasionally fly on to the screen being pursued by an enemy, who you must shoot. Take too long to do this

and your team mates' ship will eventually be destroyed. Your team mates will occasionally help you out too — but not quite often enough I think.

So Star Fox looks and sounds amazing and plays well. But inevitably there are criticisms to be made. The main problem is that the gameplay is rather shallow. It's

essentially a 3D shoot 'em up and, while being great fun to play, I can't see many people going back to it very often after having finished the game on all three levels.

Star Fox is an excellent game, although not the best on the Super Famicom.



YOUR SHIP FIRES TOWARDS THE ENEMY BASE

SCORE

Video	95%
Audio	92%
Playability	91%
Lastability	82%

93%



Orin: Forget the Super FX chip (Mario-chip!) handling the 3D polygon graphics or the game-play. The sound on this game is what truly blows everything away.

When you switch on, the stereo music nps open your lugg-holes, making Star Wars sound like it was composed by Dan on Mario Paint. It's fabulous — particularly with the Virtual Cushion and a good pair of headphones!



THE STAR FOX LEVEL SELECT MAP

The game? Oh well... Star Fox is good. Good? Brilliant in fact! Or even excel-

lent!! Although the game is basically a shoot 'em up, the 3D, fast-paced action and the appearance of the incredible polygon objects really lift this above most other games. Control is dead simple, so it's very easy to get into. And the fact that there is lots to do on each level makes Star Fox more than just another dodging and shooting game, thus increasing lasting interest (unlike Warp Speed or Wing Commander). One minute you are flying at low level on a planet, shooting ground bases — the next you're tackling a giant space craft, dodging asteroids, entering space stations while evading their defences (as in Star Wars) and lots more.

Star Fox is just brilliant and shows what can be done with the Super Famicom, an extra chip and some talented programmers and designers. Apart from the high cost of this game, I only have some minor

quibbles: the colour of the crosshair means it often gets lost amongst the action. I was also disappointed that you don't have full control over your craft as in Epic or Elite!

Even so, this is definitely the best game released for the Super Famicom to date. Miss it at your peril!

SCORE

Video	97%
Audio	96%
Playability	97%
Lastability	90%

97%

STAR FOX: HARD FACTS

So what's so special about Star Fox? Super FX, Mario, Static RAM? Our peeping Tom, "L. L.", gets into the cartridge to find out more about this snazzy game.

Star Fox: "The best game yet!" "Amazing!" "Revolutionary!" "Epic Space Adventure!" "Astonishing Graphics!" These are but a few of the words used to describe the latest release from Nintendo which incorporates the much misunderstood and hyped-up Super FX chip by Argonaut Inc.

I'm not here to write another review. My job was much simpler: rip the cart apart and find out as much as possible about what's inside the damn thing.

So ZE Drive in hand, I opened the shell to be confronted by the most advanced board I've seen in a SF game yet. All devices are surface-mounted and of course the renowned "SFX" chip is sitting fatly in the middle. But wait — what is this? Mario chip?? MARIO CHIP-1-100 9304 1992 A/N.

By this time I was speechless with surprise. You see, what this means is that the device name is MARIO CHIP-1-100, that it was manufactured on the fourth week of 1993 and that it was designed in 1992 by Argonaut. Memo Chip?? I still could not believe it! And no, it's not a joke!

That's how the chip is branded; BS3939 and US1540 (for UK and US respectively) bound the

manufacturer by that name. No ifs, no buts, the damned thing was named Mario. Sure, Nintendo and co. are going to continue calling it Super FX on boxes and manuals, but I know — and now you know — the truth.

So in fact Star Fox is only Bmeq (not 16 or 32 as originally said) and the "Super FX chip" is in fact only a 3D handling chip with no fast clock as claimed at an early stage in its development. It's no more "Super FX" than I am Luigi.

A one hundred pin, highly advanced 3D handling processor with a name like that — and a hefty 256K of SRAM as a sidekick. This was a Static RAM chip identical to those used for battery back-up memory. Here it is used as working RAM for the... erm... MARIO CHIP.

And this is where I started getting suspicious. 256K (32KB) of RAM is not a lot of memory and could quite easily be incorporated in the main chip itself, thus



COMIC STRIP OF STAR FOX FROM JAPANESE SUPER FAMICOM MAGAZINE "DONGO SUPER FAMICOM"

reducing the number of pins required as well. So this was either cost cutting or — could it be — an unfinished version of the chip?!

Allegedly there are going to be

five discrete and individual versions of the chip, each one suited to a different style of game. (According to Japanese magazines, the next games planned to use the Super FX, could be a Dungeon Master/Ultima Underworld style RPG and a 3D driving game. Ed.) I take it this does not include the by now infamous DSP1, as used in Pilotwings and Mario Kart. The DSP 1 is a Digital Signal Processor with its own clock, running independently of the Super Famicom's CPU. Star Fox uses the internal slow clock of the SF — hence the extra connections to the board. In fact only one of those pins is used, its function being to pick off the clock from the main board, not to do anything particularly spec-boosting — as some other magazines would have you believe!

However I suspect there might well be an Argonaut chip in the near future (Princess Daisy?) which links a fast external clock with a second CPU and SRAM. Enter Exhaust Heat 2, but that's another story.

Since our esteemed ED Editor did not manage to send the Star Fox cart to me for torture and analysis in time (not my fault... certain persons who shall remain nameless didn't send it to me! Ed.), you will have to wait until next issue for my round-up of all the peripheral chips. Yes indeed, I will be dispelling some of the rumours and misunderstandings that have emerged about this game through excessive MEDIA HYPE!

TINY TOONS MEGA DRIVE BY KONAMI, US



Once After Tiny Toons on the Super Famicom, I was expecting a similar game by Konami for the Mega Drive. Instead what we have here is basically a Sonic the Hedgehog-style game with some elements of the SF game thrown in.

Buster Bunny must save his chums from the evil Dr Splicer, who has kidnapped and brainwashed them. He must find the doctor and Montana Max who has stolen his treasure map!

Although the game is only on a 4meg cartridge, it's huge, comprising a large number of levels. Like Sonic, each stage requires you to reach the end, usually going from left to right, jumping platforms, bouncing on nasty creatures, speeding along, sliding under objects and collecting as many carrots along the way as possible. After a number of levels you'll encounter the mad doctor who is controlling one of your brainwashed friends. The doc can attack you in various ways. Pounce on him a



few times and you destroy his brainwashing device, setting your friend free. Then it's on to the next level!

As scrolling platform adventure games go, Tiny Toons is very playable — but with few frills. Although it doesn't feature anything outstanding (as in Sonic 2), the game is very professionally laid out, with extremely nice, cute graphics. The scrolling is smooth and — as you'd expect — all the cartoon sprites animate extremely well.

Each level varies too. The first is like Sonic, with platforms, trees, etc. Further on you'll reach caves with nasty moving spikes and giant rolling boulders, a level in the woods (a bit like the "missing" Sonic 2 level where you shoot around inside logs), a level where swimming is required — and lots more.

Soundwise this is great. The tunes (or should that be toons) are just like the Super

Famicom game, with appropriate fun snappy pieces, including the famous ones from the cartoon — even the haunted cave tune is quite jolly in a way.



All in all, Tiny Toons is definitely worth getting. It's a fairly tough game, requiring you to know what lies ahead to get any distance into it. It will probably take you slightly longer to complete than Sonic 2. The main problem, however, is that it doesn't have a time limit on each stage, so you can take as long as you like to complete a level. This makes it slightly easier. And when you complete a level, you get a password (as in the SF game), so it's possible to complete the game fairly quickly if you play it a lot.

SCORE

Video	90%
Audio	90%
Playability	85%
Value	80%

85%



...LL! The Konami Hyperbeam joypad is the first cordless pad for the SF and costs around £35-£40. It consists of two separate units: the actual remote pad, which uses three AAA batteries (oh-oh!) and a rather stupid looking receiver, which can plug into either the Famicom (Jap 8-bit NES) or the Super Famicom (16-bit). A switch at the rear of the receiver allows you to select which machine you are using. It should be noted that "Famicom" does not mean American or European NES.

I've always been sceptical about these contraptions, mainly because previous efforts for other consoles were less than satisfactory — particularly when it came to actual game control. So I was prepared to be disappointed when the pad arrived from Hong Kong.

But no, Konami have once again produced a first class product (the "Famicom Family" mark and the "Quip" character can be found on

the pad).

Inside the units are two custom chips

for transmission and reception of the IR signals, which is probably why they work so well. This means there

are no delays or errors in the information path — a very common problem with other IR systems. Also, luminance power seems to be extremely high, enabling the joypad to work even if

it is not pointed at the receiver. In fact it is quite difficult to prevent the pad from working — even when it is hidden behind a large object. Now why couldn't TV remotes be made to this standard?

A set of Duracell batteries would theoretically last for just under 20

hours of constant use — not bad considering the emission power level.

But you can expect performance to fall off as the batteries decrease in capacity. Ni-Cd rechargeable cells could be used instead, but they need recharging every four hours or so and they can take up to 18 hours for a proper charge. (Look out for a future EB article about a fast charger that can do the job in just over an hour!)

One slight problem. Since I started using this pad my Sony TV has switched to standby on several occasions, obviously mistaking the pad's Infra Red signal for its own remote! Bear this in mind if you are using the SF with anything other than a monitor. If the problem persists, a piece of masking tape in front of the TV's IR detector will solve it.

Konami have no plans as yet to release this excellent pad in the UK and, unfortunately, imported models are not compatible with UK/European machines.

JOYPAD REVIEW: THE HYPERBEAM
SUPER FAMICOM BY KONAMI

SUPER KICK OFF

MEGA DRIVE BY US GOLD, UK



Onn: The Mega Drive is a rather poor machine if you want to play soccer games. In fact there hasn't been a single MD footie game worth purchasing. So it was no surprise that US Gold's version of Kick Off for the machine would clean up.



Considering the awful conversion of this game to the SF, could Tiertex (the people responsible) produce a better game for the MD?

Super Kick Off is not a bad game. Like the original, it has a stack of options: you can choose one or two players, the wind conditions, single or cup games, the pitch surface and more. The main difference on the MD version is that the graphics are a lot larger. In fact the relationship in size between the pitch and the players is about right here — unlike the original game where the pitch looked twice as large as it should have.

The graphics themselves are just above average — they suit the game but are nothing special, although the scrolling is well done. Sound is similar: bearable tunes and the usual boot-the-ball (which sounds terrible) and cheering crowd effects, plus some speech.

Playing the game is quite awkward at first as

the ball has a tendency to hit your foot and roll away from you. A lot of practice is required to get

the hang of the night

technique. Curling and bending

the ball to get it to go where you want it to go is very difficult. Overall, Super Kick Off is definitely the best footie game for the MD to date, although I have to say I don't think it is better than either Kick Off 2 on

the Amiga or the excellent Sensible Soccer. However, until a better one arrives (namely Sega's J League — see news section), Super Kick Off is the football game to get hold of.

SCORE

Video	75%
Audio	70%
Playability	85%
Lastability	85%

85%



TECMO SUPER SOCCER

MEGA DRIVE BY TECMO, US



Onn: Well, strange as it may seem, this Tecmo Super Soccer is a strategy RPG game. It's popular in Japan — so popular in fact that a sequel is already in the works.

It's not a bad game and has some very good sections... but, unfortunately, a lot of bad ones too!

You control a team and must play your rivals one after the other to gain points and win the cup. Like other RPGs, each of your 11 players (no subs, here!) has different abilities — speed, shooting, tackling, etc. You also have the all important "Guts Factor" points. Each player starts with between 300 and 600 Guts points... more on this later.

After selecting formations, swapping players around, gaining info about opponents, etc., you are ready to play. Then you are presented with a split screen. The top half shows the animated action, while the bottom half is used to select commands and information; it also gives you a map-view of the running game. When you or your opponent has the ball, you can control the movements of your players on the mini-plan

view map. So, if you have the ball, you dodge all the opponents and head for their goal. If you don't have the ball, you do your best to get your men to touch it.

To make a move, you press a button and various options are presented. If you have the ball, you can pass, shoot, one-two, or dribble pass. Selecting one of these gives you further options — eg. if you select pass you must then choose who you are passing the ball to. If you choose to shoot, you must make a further selection from a number of available different shots. When the move is activated, your player executes it in animated cartoon form on the top half of the screen. All of this looks great — very much like the Dragon Ball RPG animations.

The same happens when you are in defence and you try to slide tackle, block, etc.

Now, here's the crunch. Every time you perform a move you lose a certain amount of Guts points. The better the move, the more points that are required. A normal shot will only take around a hundred points, while the super duper "Mega Drive" shot (which 99% of the time goes into the back of the opponents' net!) or the Bicycle Kick

take around 300 points each. Because of this, after the first half you can lose most — if not all — of your forwards' Guts points, making them pretty useless for later in the game!

There's no way to increase Guts points during the game, or replace the flagging players with subs.

All in all, Tecmo Super Soccer is very playable and had me hooked for a fair few hours. The animated action is great to watch, especially when you manage to link up a few passes, one-tws, and a final power shot to beat the opposing keeper! However, once I'd creamed off a number of opposing teams and seen most of the animations I did get quite bored with it. Not bad. Probably not worth buying, but definitely worth trying — if only to see the funny animated sections.

SCORE

Video	85%
Audio	70%
Playability	70%
Lastability	50%

70%

COOL WORLD

SUPER FAMICOM BY OCEAN, US



Marc: This is another in the long line of film tie-in games that are rushed together to cash in on a movie's success. Success? Cool World, a Roger Rabbit-style, part live action, part animation story about a world where cartoons live, didn't really do that well at the box office — particularly in this country.

The game starts with a count down (black and white film style) and a nicely drawn title screen with some quite pleasant music.

There are no options to be set and pressing start sees you falling into Cool World in glorious Mode 7. This looks pretty good, but only those new to the machine will be amazed.

The in-game graphics are a bit of a mismatch. The backdrops are quite well done, with loads of abstract looking twisted buildings and a touch of parallax scrolling thrown in for good measure. The sprites, on the other hand, are very sub-standard (particularly the main character who looks and animates like a cardboard cut-out); they are small and not all that well drawn. It's a shame that all the graphics couldn't have

been up to the standard of the backdrops.

The music in the game is actually quite good — for a while. Some unusual instrument sounds are used and the tunes aren't bad at all, but they do start to annoy soon enough.



COOL WORLD... NOT THAT COOL!

The real let-down of Cool World is its gameplay. The basic idea is to walk around the levels picking up items in the various buildings and using them to get further into the game where you collect more items... and so on. The trouble is that the whole thing is so disjointed. Getting into the levels

is just a case of luck or of trying, trying and trying again.

There are lots of very annoying features about Cool World that make you want to turn it off. For instance, you get chased by little policemen who grab you and who you are supposed to shake off; in fact they almost always get you and then you have to sit through some pointless dialogue. Also, you can lose a life quite easily before you can even see what's going on — then you have to wait for the little death sequence before carrying on.

There are loads more of these little niggling annoyances in Cool World. And there's one great big gaping hole where playability should have been.

Not exactly recommended!

SCORE

Video	75%
Audio	80%
Playability	50%
Lastability	45%

50%

OUT OF THIS WORLD

MEGA DRIVE BY VIRGIN GAMES, US



Orrn: As this game has already been reviewed on the Super Famicom, all I really need tell you is that this version for the Mega Drive is identical.

The game's a sort of platform shoot 'em up but with extremely fluid animation, all of which uses filled in-polygons. It's very much like playing Prince of Persia but with a lot more going on.

The graphics don't look too good because the polygons make use of roto-scoped images — digitised images of live actors. But when they move, it's a different matter.

Sound is great — with fairly good tunes and neat sound effects. Overall, the combined graphic technique and use of

sound makes this game look very cinematic.

Out of this World plays great too and must rate as one of the best platform adventures around. Unfortunately, it does have one slight problem, namely that it's not too difficult to complete.

Conclusion: definitely worth getting if you haven't already got it on another system... although Flashback is better!



GAT THIS LATER, YOU ALTERN!

SCORE

Video	85%
Audio	90%
Playability	60%
Lastability	60%

85%

DOUBLE DRAGON 3 - THE ROSETTA STONE

MEGA DRIVE BY FLYING EDGE, US



Orrn: The original Double Dragon coin-op was one excellent game in its time. The sequel was pretty good, but not much different from the original. The third in this trilogy had to be the worst — horrible try graphics, marmalade animation, limited moves, terrible sprite collision... you get the idea.

So it's no surprise that a conversion of this terrible coin-op ends up as a terrible game on the Mega Drive. In fact, the conversion itself is pretty good. It's just a shame that the original was such a sad game!

I can't say much more than that. Considering there are such good beat 'em ups, like Streets of Rage 2, and plenty of OK ones, like Battle Toads and Amazin' Saga (both reviewed in this issue), Double Dragon 3 should be avoided like a Des O'Connor record. Only for real fans of this game. Are there any???

I won't waste further space on individual ratings. Just let's say...

SCORE

Overall

15%

FLASHBACK

MEGA DRIVE BY US GOLD, UK/US

On: After Out of this World, the tasty French company Delphine Software gives us Flashback, another game using the same excellent animation and cinematic gameplay as its first title.

The story is set in the future and, as the game is called Flashback, it soon becomes apparent what's going on.

You play Conrad Hart, an agent-in-training for the Galaxas Bureau of Investigation (GBI). While testing a molecular density analyser, Hart discovers that some key political figures have highly abnormal densities — they are in fact Alien Clones!! As if that wasn't enough, he gets discovered and captured by these evil invaders, who imprison him and artificially erase his

memory. He escapes, runs away from all the nasty aliens, finds a jet bike and shoots off into the distance. Before you know it he has been chased and shot

down in some sort of jungle; this is not Earth but the planet Titan! And so the adventure continues.

The game's graphics are smaller than those

in Out of this World, but they are a lot more detailed and the animation is even better — hard to believe but true. Using the old joystick, you can walk, run, jump, duck, roll forward, pull out your gun and shoot. All these actions are animated so realistically that the game really puts Out of this World... well... in another World. The game itself is a lot shorter than its predecessor, comprising just six levels.



However, each level is quite large and requires a bit of thinking to work out. It gets very tricky in a number of places early on and rock solid hard on the latter stages.

Level one is fairly straightforward and is very much like Prince of Persia, except that here you are armed with a gun. You have to find the way out of a jungle, running along, jumping the platforms, shooting the droids/armed guards and picking up useful items scattered around. These items are required to complete the level.

Flashback is excellent on all counts. It has fabulous cinematic graphics that use the



famous rotoscope technique, running at 24 frames a second. It also has very atmospheric sound tracks and appropriate sound effects, a neat storyline, great playability and it offers a real challenge — although it's easy to get into, it's hard to complete. In fact it will take you a few weeks to finish this, unlike Out of this World.

There are a few niggles, but they are very minor and not really worth mentioning.

All in all, Flashback is a great game — a MUST BUY. It's also more playable than the computer versions due to the three button controller. If there's one Mega Drive game worth buying after Sonic and Streets of Rage, this is it.

SCORE

Video	95%
Audio	93%
Playability	95%
Lastability	90%

93%

SIM EARTH - THE LIVING PLANET

SUPER FAMICOM BY MAXIS, US

On: Sim Earth is of course the follow up to Sim City. OK, so most magazines have raved on about how good the game is on computer format. But for me, there's really nothing of interest.

The game has several situations. You can start from an oceanic world and try to create a world of water (similar to how our world actually is, but better!) or you can try to change other worlds that have already evolved.

Sim Earth is quite complex as you can alter a lot of events, although you require energy to do this. Options range from changing the atmosphere (rainfall, cloud formations, carbon dioxide absorption, etc.) and rates of evolution (mutation, birth rate, etc.) to determine magma movement, land levels, vegetation and the introduction of new life forms onto your

planet. All these options are selected by clicking on icons.

Where Sim City had a real purpose and you could actually see exactly what was going on, Sim Earth is mind boggling — not to mention that it's real slow as you play the game in real time. And baffling things happen; you change a few options and after 10 minutes disaster strikes — and you haven't a clue why! Once I played for about an hour and then decided to reduce the solar rays because my whole planet was red hot... BIG MISTAKE! Although it reduced the temperature and created polar regions (as I'd expected), it also killed off everything around!!

Graphically this game is like the computer versions: nice select screens but the map/edit screens are very basic. Sound is minimal too. As you can tell, I'm not a fan of Sim Earth — it

just didn't appeal to me. Considering Infogrames originally designed Sim City, but NOT Sim Earth, maybe this accounts for the lack of gameplay. However, if you are an environmental freak or a real strategy buff, you might consider this.

SCORE

Video	60%
Audio	40%
Playability	40%
Lastability	30%

40%

This month EB's very own L.L. (not Cool J), our David Bellamy of electronics, delves deep into the Super Famicom and rummages around among the chips, resistors and those slimy bits.

Ever wondered how grey importers like ACE and the likes are able to modify, even repair our Super Famicoms and Super Nintendo's with not even a scratch made to the exterior? After all, I'm sure most EB readers will at some point in their life have taken screwdriver in hand and opened up their machine's fabulous casing (or not so fabulous for the American model) — even if only to have a quick peek at those mythical "custom CPUs" and "special graphics chips" or whatever the mainstream magazines felt like saying in the early days of the SF.

If you haven't, you should have. If you did delve within, you will doubtless have found the task both daunting and intimidating. Let me explain. When the SF (or SHVC to give the console its proper name) was still on the drawing board, it was decided to use the ZE head type screws for fixing together the external case, enclosing the delicate components in that tough ABS shell. Now, these screws (as we found out) are an absolute b***** to even get at, let alone remove. The same system was adopted for the cartridge shells. This meant that in order to take the damn things apart, you needed a special tool for the job — and no way could I persuade my local DIY stockist that locating this special driver would be worth his while!

But then I found a solution. Any good wire-head worth his flux will know that RS Components are able to supply these tools for a mere £10. The order code for them is 541-983 and their address is PO Box 99, Corby, Northants NN17 9RS; Tel: 0536-201201.

Now why would you want to pay £10 for a nudely shaped red piece of nylon with a stupid looking metal tip which only fits about six screws in every household? There are a number of reasons I can think of, the most valid being: should you ever suddenly find that you have an apparently "dead" machine (due to an unforeseen accident), it is most likely that the supply line fuse has blown. Simply open it up and replace the 20p fuse, restoring your machine to full working order. No quibbling with some Nintendo creep about whether you've used an adapter or not — and it definitely involves losing less sleep at night, worrying about how long it will take for the repair.



However, there is another very good reason which is that from now on I will be writing short pieces for what is in my opinion the best console magazine, catering for the hard core gamer rather than the mainstream narrow-minded mass that seems to be supported by an endless line of futile multi-coloured national magazines that clutter up our newsgents' shelves. Phew! Was that a long sentence, or what?

After that little temper tantrum... to get back to the main point... In future EBs I will be touching on some of the more hardware orientated subjects concerning consoles and, in particular, the SHVC — sorry, the Super Famicom.

I will say now that I am well aware of the fact that consoles are made and bought for

has made Nintendo the third most powerful company in Japan.

In future issues I will be describing possible modifications and projects like colour enhancement (remember ACE), PAL booster compatibility, country coding systems, 60/50Hz and general info on the systems employed and what they mean for the gamer like you and me. We also have a spare ZE screwdriver to give away to the reader who sends the most interesting letter on this subject to the usual address.

PROJECT MEGA DRIVE

Onn Lee deploys his own personal screwdriver to poke around his — and Lee Scum's — Mega Drive to see how it ticks and what can be modified.

On the Mega Drive, there are only a few modifications you can quite easily do. They're all con-

ected with Sega's protection systems and they will enable you to run any piece of software from another country on your machine.

The first area of interest is the cartridge slot itself. To stop one country's game cartridges working in another country's machine, Sega decided to modify the shape of the cartridges, changing the position of the protection slot — although the connections themselves are the same. So although you can insert a foreign cartridge, when you try switching on

MAKE MINE

playing Video Games on.

Indeed I myself own an SF and SNES for this very purpose. Consoles are not equipped with "user ports" and the manufacturers have a damned good reason for making them this way. However it is surprising how interesting and rewarding it can be to develop further knowledge of the workings of our prized machines. After all they've taken billions of Yen to develop and manufacture — yet a minimal profit is made from the machines themselves. As you are doubtless aware, it's the sale of software that

WARNING
ALWAYS DISCONNECT
ANY CONSOLE FROM
THE MAINS BEFORE
OPENING IT UP

WARNING

OPENING UP YOUR CONSOLE WILL OF COURSE INVALIDATE YOUR WARRANTY. IF YOU DO ATTEMPT ANY PROJECTS AND THEY GO WRONG, IT IS NOT THE FAULT OF ELECTRIC BRAIN. WE WILL TEST ALL OUR PROJECTS BEFORE WE PRINT THEM, BUT BE CAREFUL.

you are unable to do so because the protection slot on the side of the cartridge is in the wrong place.

One way to overcome this would be to cut into the cartridge to produce another slot.

This is tricky and defacing cartridges

A SCREWDRIVER!

is not a good idea! The alternative is to modify the Mega Drive itself, which is a very simple operation.

Open up your machine (with a Philips screwdriver) and you will notice a long bit of plastic connecting the on/off switch to the cartridge lock. By removing this "arm-lock" you can run any cartridge on any machine. Simple!

The next two protection systems were based internally on the board itself.



TEXT OPTION - JP1



50/60HZ OPTION - JP3 AND JP4
USE DOUBLE POLE, DOUBLE THROW SWITCH

Certain games were programmed to detect if the machine was running at 60 or 50Hz and if it was set up to display Japanese or English text. Therefore:

- a 60Hz/Jap text machine will be a Japanese Mega Drive
- a 60Hz/English text machine will be an American Genesis
- a 50Hz/English text machine will be a European Mega Drive and
- a 50Hz/Jap text machine will be a Japanese machine that has been imported and converted to work on a British TV.

Using this information, the program

(game) will either continue to run, or it won't. Examples of games

that use these protection systems include US Streets of Rage II, Japanese Thunderforce IV and UK Xenon II.

To overcome these problems requires you to modify your machine. The best way to do this is to add a couple of switches, giving you the best of all worlds.

If you open up your Mega Drive, on the right side of the circuit board you will notice four jumpers labelled JP1 to JP4. JP1 is the text option jumper. If you have a Japanese Mega Drive the connections to JP1 will be closed (connected) or open (not connected) if you have a US/UK machine. Note that there have been some changes to the Mega Drive boards; early models have these connections on top of the board, while later models have them on the underside. If there's a fat green track running between all the jumpers, they're on the underside — so more screws have to be removed. Note that, to get to the underside, you also have to remove the two dark screws on the cartridge connector.

So if you wish to have a machine that can switch between Jap/English text, you should have JP1 open. Solder some wires to the JP1 connections and stick a switch on the end — simple! The only hard bit is to decide where to stick the switch. If you have a SCART machine, the best place will probably be the nicely placed hole at the back where

the aerial should have been. This is very useful if you have an unmodified Japanese Mega Drive, as games like Super Shinobi, Streets of Rage and Donald Duck, which all display Japanese text, will now display English text when this is done (assuming you remember to flip the switch!).

Of course, always turn the Mega Drive off before flipping the switch!

To make your machine switch between

50/60Hz is a little more complicated. All MDs running through the aerial socket (including

official ones) are

50Hz. The 50/60Hz jumpers are JP3 and JP4. When one is open and the other is closed, you'll either get 50Hz or 60Hz. That means you need to "cut" whichever circuit is closed and wire up a switch accordingly — so you can turn JP3 off while opening JP4 and vice versa. A double pole, double throw switch is what you need.



IMPORTANT NOTE:

60Hz cannot be displayed on a TV through the aerial socket, as the standard British TV system runs at 50Hz. So if you want to display 60Hz, you must connect the Mega Drive's audio/video socket to a RGB SCART (Euro connector) TV/Monitor. The advantage of running the machine at 60Hz is that you have NO BORDERS on most games and they often run a lot faster. Playing Sonic on 50Hz is terrible after you've experienced its 60Hz full screen speed!!

These Mega Drive modifications were tested on a Japanese Mega Drive and they DO work. However, at the time of

going to press, we weren't able to test them on other Mega Drives. Even so, they should work. If they don't, you can always solder everything back as it was before!

WARNING
ALWAYS DISCONNECT ANY CONSOLE FROM THE MAINS BEFORE OPENING IT UP

PGA TOUR GOLF 2

MEGA DRIVE BY EA, UK



Onn: PGA Tour Golf was the best golf simulation around on video format. The sequel is even better — albeit only slightly better.

PGA 2 only has a number of minor improvements

over its predecessor — seven courses to play on instead of the original four, greater difficulty, an additional "skins" option and the ability to control the ball more.

The graphics haven't changed



PGA 2: TELLING OFF: HERE YOU CAN DRIVE AND FADE THE SHOT

since it appeared on computer format. They're still rather horrible, lacking colour and stipple graphic shading. The sound effects are basically the same, with good samples of the crowd clapping, cheering, and going "Aaaaaaahhhhhhhhhhh!"

I can't really say much more about the game. If you thought the original was good (we think it's the best) and you want more courses to tackle, then you should rush out and buy PGA 2 now! Personally I think the price of the game is a bit steep, particularly if you already have the original. If you had a computer, buying a data disk would only cost you half the price. So how about a money back or trade-in offer, EA?

But all in all, definitely the best golf game on any machine, especially when four players are pitting against each other in a skins competition — even better when everyone puts 10p in the pot before each hole!!

SCORE

Video	75%
Audio	80%
Playability	90%
Lastability	85%

90%

WORLD CLASS RUGBY

SUPER FAMICOM BY MISAWA ENT CO, JAPAN



Onn: When I was at school, rugby was a rather strange game to understand and that's possibly why there aren't

many rugby games on video format. (Then again, cricket was pretty strange too — the LBW ruling always confused me. If the ball hit my leg, I would limp off of my own accord; I didn't need the opposition to shout "out!").

Last year, World Class Rugby appeared on the Amiga and, although I never played it, a friend's opinion was that it was pretty good. We now have the Super Famicom conversion of that game.

It's a sort of cross between John Madden Football and Kick Off — using

the same style of gameplay and strategy as Madden's, but with the fast pace and graphics of Kick Off. Unfortunately, rugby doesn't work so well, as the rules of the game make it less playable.

SCORE

Video	75%
Audio	70%
Playability	65%
Lastability	70%

70%

Like Madden's you can pick formation moves from a selection screen, but actually performing them is a different matter. Trying to emulate a real life game of professional (or amateur) rugby just doesn't work.

Having to run forward with the ball and pass back to someone at the right moment is too tricky — even if a player is in the right place behind you!

As a non-fan of rugby, the game really didn't latch onto me like football games. Playing with a friend did improve matters, but it was generally end-to-end stuff —

when one team scored a try, the other team scored and so on. It was fairly rare for the opponent to get the ball.

There's also one very annoying feature: every so often the game stops to zoom in on the score. Very irritating!

If you love rugby, then go for it. But the majority who may like to watch it on the box but who are not really mad on the game should try this one before they buy it.



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For full details see page 9

ADDAMS FAMILY 2: PUGSLEY'S SCAVENGER HUNT

SUPER FAMICOM BY OCEAN, US



Marc: Ocean have their ups and downs in game writing (downs more often than ups, unfortunately!) and so, after the abysmal Lethal Weapon 3, they had to pull something special out of the hat. Fortunately they've come up with the goods with Pugsley's Scavenger Hunt.

The original Addams Family game (based on the film) was a decent platform game, in fact one of the best on the SF. The sequel, which is based on the American animation series, betters it in most areas. For a start, the graphics have been spruced up quite considerably (the original game's were good, although they didn't really push the machine's abilities that much) and Pugsley has superb visuals throughout.

Right from the start (when the logo twists in with a weird Mode 7 effect) to the backdrops and individual character sprites, it's obvious that a lot of time and



THE BATHROOM LEVEL — WATCH THE PLASTIC DUCKS!

effort have gone into making this game look a lot more impressive than the first. Mode 7 hasn't actually been used that much (well, not obviously) but the rest of the machine's repertoire of chips have been put to good use — with loads of colours on screen and some very high quality backdrops and sprites.

There is a price to pay though: when the screen gets busy, the SF gets slow. Ooops! To be fair, this doesn't happen enough to spoil the game, but it is quite annoying when you're getting into the action.

The programmers have opted for a very similar game style to the original; you can select which level you want to play by going through the various doors in the house. Some of the doors don't actually lead anywhere until further on and you are told to "come back later".

Each level is introduced by a member of the family, illustrated by a really nicely

drawn cartoon picture. And every stage has its own theme. There are some neat details in the bathroom (complete with ducks, toilet chains and gorgeously drawn bubbles), on the roof tops (gullotines, spikes and falling brickwork) and in the



THE SECRET LEVEL, WHERE THERE IS LOTS OF MONEY

attic (cannon balls must be stood on to smash through the walls).

The music is superb, with similar tunes to the first game but using much better quality samples and better ditties. Sound effects are mostly sampled (duck quacks, splats, whooshes etc.) and are some of the best I've heard on the SF.

There are loads of neat touches throughout the game and numerous hidden doors and bonuses scattered around. Like the first game there are a few "puzzle" elements; these often require brains and pad skill to get past. However, this does make for a nice mix of styles.

Unfortunately Ocean have seen fit to make Pugsley even harder than the orig-

inal Addams Family game (which was, after all, no walk through the park!). So quite a few people will find this game far too hard to be enjoyable. For those who constantly whinge about how easy games are becoming, Pugsley will certainly keep you happy for a long time to come. Time and patience bring rewards and you soon

SCORE

Video	90%
Audio	88%
Playability	85%
Lastability	90%

88%

learn from your mistakes and start to make some headway.

Passwords are given after each boss has been beaten and dunnig levels you are given fairly generous re-start points when you die. The full seven lives are recommended to get anywhere at all!

For hardened platform addicts, Pugsley is highly recommended. It's a rock hard challenge, backed up by some excellent graphics and sound. For the occasional platform player, I'd say try before you buy as you might give up before you've even started!!!



Dan: I'm not generally a great fan of "straight" platform games, but this one is a bit good. The main plus points are the superb cosmetics and the devils level design.

Graphically, this game is excellent. From the lovely Ocean logo and the fab three-layer parallax to the nicely animated sprites and the great transparent backdrop sections, the visuals impress throughout.

The same is almost true of the sound. The tunes are brilliant, with lovely samples and great depth. But the SFX are fairly bog-standard — although there are one or two nice samples, such as the ducks quacking.

So if the game is great technically, what about the gameplay? Well, I'm happy to say that it's full of tricky puzzles that require some pixel-perfect jumps. The only real fault is that non-expert platform gamers might find this rather frustrating.

Addams Family 2 is a great looking, superb sounding and challenging platform game. Well worth a look.

SCORE

Video	92%
Audio	91%
Playability	90%
Lastability	88%

89%

COSMO GANG - THE PUZZLE

SUPER FAMICOM BY NAMCO, JAPAN



Marc: After the recent Cosmo Gang arcade game (a modern day np off of Galaxians) comes the puzzle game based on the same characters. The programmers obviously have no new ideas of their own as Cosmo Gang puzzle is a np off of — yep — Tetris!

As if there weren't enough variations on Tetris (what with Bombliss, Wordtris, Columns, Block Out and Hains to name but a few), Namco have seen fit to inflict on us yet another infuriatingly annoying game where things fall down the screen and slot together!

SCORE

Video	70%
Audio	71%
Playability	74%
Lastability	77%

72%

Aaaaaaah!

Enough of that, what's the game like?

Well, it's basically Tetris with cutesy Japanese graphics and some Bombliss-like bits thrown in for good measure. The little characters and bricks are locked together in blocks of various shapes and must be put together at the bottom of the screen to make a line. When this happens, the little characters blow up and the line of bricks tumble down giving you more space to drop even more bricks on to. Sorry if this all sounds very familiar, but that's because it is very familiar.

The presentation is all perfectly fine, with cutesy graphics and sound and little else. I suppose there must be games players out there who just can't wait for another Tetris game to be released — now they can rejoice! For the rest of us, it's back to watching that fly crawling up the wall and a bit of thumb twiddling until something a little more daring is released.



TETRIS-INSPIRED ALIEN GAME

chunky, OK — average!! Namco have also produced a coin-op version of this. Why did they bother?

SCORE

Video	75%
Audio	70%
Playability	40%
Lastability	25%

40%

Gnn: Cosmo Gang - The Puzzle is a below average Tetris clone. There's not much skill or strategy involved; you rely more on luck than anything else — especially as there are only three different types of shape that drop down the screen. The blocks and aliens are also very big and a couple of mistakes could mean "game over" quite easily.

Graphics and sound are similar to that of Cosmo Gang — fun,

PUYO PUYO

MEGA DRIVE BY SEGA, JAPAN



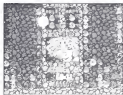
Dan: Puyo Puyo is very much like Dr. Mario. Shapes of two colours (in this case, two colour jellies) fall down a column.

When the same colour jellies land adjacent to each other (not diagonally), they will stick together. If you can get four or more linked together, they will disappear. However, whether you're playing against the computer or a friend, getting four together also drops a grey sphere into your opponent's column. The more shapes you link, the more spheres are dropped! And if you can cause a chain reaction, whole rows of spheres will drop into your opponent's half! To get rid of grey spheres, you have to create a link; as the link disappears, any adjacent spheres will go as well.

We haven't had many puzzle games lately, particularly on the MD. Actually, I'm glad in a way, as games of this type are a little hard to describe — they really have to be played to be appreciated.

So what can I say about this game? Well, one notable feature of Puyo Puyo is that it's technically and aesthetically

much better than other games of this type. Whereas most puzzle games have very functional graphics, Puyo Puyo is actually quite attractive. The screen layout looks nice and the blobs wobble very



CUTE BLOBS STICK TOGETHER

appealingly. (The blobs all have eyes, a cute touch.)

The game also has a number of strange intermission screens where various people and cute animals appear and talk in speech bubbles full of Japanese text. Very weird. As everyone knows, a puzzle game is helped greatly by some jolly music and Puyo Puyo scores quite

highly here too. There are lots of tunes and they are all very well synthesized. Unfortunately, the only really outstanding piece of music is played alongside the least interesting game type, the solo game.

So the game scores highly on audio-visual points, but what's it like to play?

It's really very similar to the original Columns, except that blobs have to be connected in fours and they only need to touch any edge of an adjacent block (so L-shapes etc. score.). The really important difference is the addition of a two player mode; this is great fun and is what makes the cart really worthwhile.

Puyo Puyo isn't the greatest game ever, but if you enjoy competitive puzzle games, it's worth checking out.

SCORE

Video	78%
Audio	82%
Playability	80%
Lastability	70%

80%

After our guide to SF II's E Honda in EB 31, YAT, our resident Street Fighter II champion, gives you the low down on the Yank with the haircut problem — Guile.

As most Street Fighter players will agree, Guile is one of the best (if not the best) characters in the game. Why? Just check out this list.

1. He has a missile attack.
2. He recovers fast after he slashes out a fireball (unlike Ryu/Ken who stick their arms out for a second).
3. He has a powerful counter-attack.
4. He has the best range of standard moves.
5. He has the longest reach in the game, besides Dhalsim (mid-sweep).
6. He can throw people in mid-air.
7. He has one of the fastest and strongest combinations in the game. However, Guile does have some disadvantages.

1. He has to charge for his special moves.
2. He uses a lot of gel for his hair.

Although Guile's strength is only average, by combining his standard and special moves together, he can produce quite a few good combinations — more on this later.

SPECIAL MOVES

Guile's special moves are easy to use, but you have to charge them up. You've got to pull the joystick to the left/down position in order to perform a Sonic Boom/somersault kick. The best position for his "charging up" moves is down-left (assuming you're facing right) — the defensive crouch position.

The time taken for them to charge up is about a second. If you're not sure, there's a way to find out when they're ready. When you're in the "charging position", do a medium move; after that you're ready to perform either of the special moves.

You should keep your-

self (or rather Guile) in the charging position, even when you jump into the air — because if Guile makes contact with his opponent in the air, he can perform his special moves

immediately after he lands. It does not matter whether he hits his opponent or not. Also, if he performs a somersault kick and his opponent blocks it, Guile can do another one straight after — as long as he doesn't get attacked back before he lands. For example, if Blanka blocks Guile's somersault kick, he'll try to do a rolling attack towards Guile when he lands; this is a great opportunity for Guile to perform another somersault kick to slice Blanka in two halves and drain a third of his energy.

TACTICS

Guile can be defensive or offensive, which gives him a lot of tactics to use, namely:

1. The most usual tactic used. Keep sweeping your opponent until he/she jumps towards you, then attack back with a somersault kick.
2. Throw a Sonic Boom and crouch back down to charge another one. If your opponent tries to walk into you, do a medium sweep to push him/her away, then throw a Sonic Boom. Eventually he/she will jump towards you. Now there are three things you can do:

A. If he/she is above you, you can stand up and kick them with your strong kick (remember don't pull the joystick backwards or you'll perform an upside-down kick which is pretty useless in this situation).

B. Do an upper cut from the crouching position (the most efficient).

C. If the opponent is landing about two inches in front of you, you can hit him/her with a spinning back fist.

3. Because Guile can move so fast after he throws a Sonic Boom, he can actually walk in and throw his opponent while they're still trying to block it. A good tactic to use against a computer-controlled enemy.

4. Throw a slow Sonic Boom and walk in with it. Sweep them with a medium kick twice and then Sonic Boom again — and repeat. Keep doing this until your opponent makes a mistake — then you can really punish them.

5. If your opponent gets hit by the Sonic Boom, a strong punch can hit him/her again immediately after (if

you're close enough). Also if the Sonic Boom was blocked by your opponent's fire ball (ie. Ryu/Ken, Dhalsim, or even Sagat's high fire ball), a strong punch can serve to punish them.

6. When your opponent performs a fire ball at close range, it's possible to do a somersault kick to hit them and jump over the fire ball at the same time.

All the above tactics can be used or combined depending on the situation. Guile has also got other good moves which are very useful. One of them is the upside-down kick. It's a rather unfair move if you like. It hits players when they're crouching down and even when they're attempting

to sweep him. It can always catch people out. This move can even go through fire balls when performed at very close range.

The other good move is the mid-air throw. This takes more energy than a standard throw. Use it whenever possible (eg. when Ken mimes with his Dragon Punch or Chun Li Vega rebounds off the wall). It's also good for dealing with slow characters like Dhalsim and Honda. For example, against Honda, keep sweeping him until he jumps towards you. Then you'll have to jump towards him as well — but before he can perform any move, you'll be able to throw him to the ground with ease. Good timing is essential.

Guile's weak punch can actually hit people six times when he stands close enough. So if you dizzy your opponent, it's possible to re-dizzy them by using a Sonic Boom, walk in and then weak punch them (standing that is).

COMBINATIONS

Guile's combos are fast and strong, and able to re-dizzy opponents again and again. The end result is really impressive.

1. The most powerful jump in with a strong punch (you've got to be pretty close to your opponent). Perform another strong punch when you land and then a Sonic Boom. The enemy will usually be dizzy after this. If not, a medium sweep can be added, or use a spinning back fist if your opponent

is at the corner.

2. Jump in, strong punch, crouching medium punch, somersault kick.

3. Jump in, medium kick, crouching medium punch, Sonic Boom and then medium sweep. The opponent should have been dizzy.

However, if they haven't (typical at level 7), you can throw a Sonic Boom or somersault kick them if they jump.

All the above can be used again to re-dizzy your opponent (if they still have any energy left).

THE NEAR IMPOSSIBLE COMBOS:

1. This is the same as number one above. But before you go ahead, throw a slow Sonic Boom. Make sure when you time your jump, you hit your opponent with a strong punch — the Sonic Boom should hit at the same time. Then you carry on with another strong punch and Sonic Boom — devastating! And trust me... it does work (although it's a bit hard).
2. Do a standing uppercut (strong punch) and then a somersault kick. To do this, you have to charge for the move first (of course). Then when the joystick is moving from down to up motion, press the strong punch button at the centre position and continue the motion with up and kick. Remember the punch has to hit or block, otherwise it won't work. It takes practice. It also works with a weak or medium punch. You should combine it with a jump in punch for a really effective combination.

LITTLE TRICKS

1. Sometimes a peel of energy could be the difference between winning and losing. So learn the speed of the fire balls. If your opponent is on the ground, time your fire ball so it hits him/her the moment he/she gets up.

2. Opponents like Dhalsim, Zangief or Vega always try to throw you after they block your somersault kick. The throw can be returned by pulling left/right and strong punch together just before you land.

3. Sonic Boom can be charged while you are jumping backwards

MASTERING SFII: GUILLE (AN OCCASIONAL SERIES)

HIT THE ICE

SUPER FAMICOM/MEGA DRIVE BY TAITO, US



Onn: The coin-op Hit the Ice wasn't a huge success. When it was converted to the PC Engine, it was only playable because it featured a four-player option — there's nothing like a four player simultaneous game!

So, considering that the coin-op wasn't too hot, the MD and SF versions, which don't have the four player mode, weren't likely to be very good games either — especially when compared to the real Electronic Arts' Hockey game.

If you haven't played this in any form, it's an angled-side-on-view (like Streets of Rage) ice hockey game, where each team comprises three players — one goal-keeper and two out-fielders. You play one of the fielders, although the keeper is in your control when the puck is near and you can get the other player to pass to you. The game is pretty basic stuff: get the puck, pass, go for goal, then slap it into the back of the opponent's net. Or, if you are in the defensive position, skate at your opponent, punch, kick or trip him up, steal the puck

and then attack.

These new versions of the game feature a few different shots, including a Super Shot that sends the keeper flying into the back of the net — even when he saves the puck!

Occasionally fights break out and you



HIT THE ICE — A FIGHT IS BREAKING OUT!

can slug it out with your opponent, but this lasts only a few seconds. On the SF, the screen zooms in on the two fighters — this looks great and the animations are very funny; each player has different ways of attacking the opponent.

The graphics are very good, very cartoon-like and very similar to the coin-op (apart from the reflection of the players on the ice, which is just a blue shadow).

Animation isn't that good and the scrolling isn't very smooth (in fact the SF version is extremely jerky compared to the MD game). So at times it's difficult to watch the puck.

Sound is average, with the usual silly ice-hockey angles and honking (you know the type of thing), sample grunts and other strange effects. Better on SF.

Overall, Hit the Ice is a fairly below average ice hockey game — especially when you compare it to the excellent, fast paced EA Hockey. One you should definitely avoid, unless you're

med about the coin-op original.

SCORE

Video	70%
Audio	70%
Playability	60%
Lastability	30%

55%

MECH WARRIOR

SUPER FAMICOM BY ACTIVISION, US



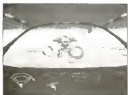
Onn: After seeing screen shots of Mech Warrior in foreign magazines, I thought this could be worth getting as it looked very much like a home version of BattleTech. However, what looked like it would be a great game turns out to be a fairly poor one.

I won't go into the storyline as it would take up a few pages but, basically, there are these Mercenary Mech units that are going round killing everyone — including your family. You have sworn vengeance against them, so you have to acquire a Mech Unit yourself to do battle against the evil scum!

You start in the heart of the city where you can practise a game, or go straight into the real action. Here you can equip your Mech with weapons, heat sink, armour, etc. or, if you have enough money, you can buy a more advanced Mech unit. You also choose missions (each mission completed will gain you money) or access the tavern, where you can gain information and advice.

The actual game is played in first person's perspective — inside the Mech suit. It's a bit like controlling a walking tank.

Each mission is slightly different, but mainly involves destroying all enemy Mech units in the vicinity. Controlling the Mech is difficult at first as all the buttons are used. You can walk around, use your jets to fly, put up the radar, as well as selecting, aiming and firing different weapons.



YOU FACE AN ENEMY MECH SO FIRST! FIRST! FIRST!

Graphically, the game's not bad, making fairly good use of Mode 7 for the landscape (NO DSP chip here!); the enemy robots are nicely drawn and animated — but they're nothing special. My main gripe is the lack of detail and the horrible choice of colours used.

Sound is OK.

Everything about the game is pretty good and the game design is excellent — but for one major factor: it's not very playable! Although there are different objectives (like protecting a building, scavenging, etc.), all you do is land on an island, head for the nearest enemy Mech and try to blast it. Because there are no trees or buildings, there's no real strategy involved. You can't hide behind something and surprise your enemies — you just blast them as fast as possible before they blast you. All this is very boring, not to mention very frustrating when there are three enemy robots shooting at you from different directions and you have no way of avoiding their fire.

Mech Warrior could have been a great game but, as it stands, I really can't recommend it. Definitely try it out first if you are into this type of thing.

SCORE

Video	70%
Audio	70%
Playability	45%
Lastability	40%

45%

BATTLETOADS

MEGA DRIVE BY TRADEWEST, US



Dan: The NES and GB versions of this game were great, but this MD version is even better.

Graphically it's very similar to the original, though the colours have been improved — this is one of the few MD games that actually looks to be using more than 16 colours, with some nice graduations on the backdrops. Despite this, the sprites are limited in colour and one or two of the backdrops are rather garish.

The music has been well converted, the same nice tunes sounding much better with the aid of a little FM synthesis. Unfortunately, the SFX have also been synthesized, rather than sampled, making them sound awful. The original's nifty pause music is also missing.

The essence of Battletoads' appeal lies not in its technical accomplishments but in its strong gameplay and humour. While the game starts off as a fairly simple beat 'em up, the levels soon diversify, with a tricky speeder bike section, a cave descent, a slippery ice level and so on. The game is fairly challenging and lastability should be fairly high, particularly with the two player option (though this tends to degen-



THE FIVE OVER

erate into an all-out fight between the toads!)

As mentioned, there are humorous elements to this game. When the toads perform certain attacks, parts of their bodies change in size and shape. This is especially funny when you boot the other player off screen! There are also some amusing intermission screens.

Battletoads is a great game that looks good, sounds good and plays well. There have been better MD games lately, but Battletoads is well worth considering.

SCORE

Video	75%
Audio	70%
Playability	85%
Lastability	85%

85%

MAZIN SAGA

MEGA DRIVE BY SEGA, JAPAN



Dan: There haven't been many good MD games recently, but Mazin Saga is a bit more like it.

The most notable aspect of this game is the graphics. Though the backdrops are rather average, the sprites are nicely defined with good use of colour. The thing that makes these sprites outstanding, though, is their smooth animation — it's really worth seeing.

When you confront the end of level boss, the game switches to a Street Fighter II style one-



THE BOSS STAGE. MAZIN FIGHTS A SIMILAR OPPONENT

on-one mode. The characters here are much larger and again the animation is absolutely stupendous! In fact this is some of the greatest animation ever.

The rest of Mazin Saga isn't quite up to the same standard as the graphics. The game itself is a Golden Axe clone. It's playable but not as good as the best of its type and unfortunately there is no two player option. Variety is sadly lacking in this game, as it's the same nearly all the way through.

A couple of sections are different though but again they don't play as well as they look, as the attacks are very limited and progression is simply a process of finding the correct one or two attacks to beat your opponent. So there is little scope for real technique.

Mazin Saga is very good visually, fairly playable and very average sound-

ly. This game is certainly worth borrowing or renting, but not one I would recommend buying.

SCORE

Video	92%
Audio	50%
Playability	75%
Lastability	60%

70%

THIS MONTH'S CELEBRITY PROFILE

NAME: Dan the Man

AGE: 20

OCCUPATION: Layabout

FAVORITE CONSOLE GAMES:

SP: Street Fighter II, Super Mario Kart, UN Squadron, Super Mario W and most Konami games

MD: Streets of Rage II, Super Shinobi, Sonic 1+2, Thunderforce III+IV, Devil Crash

Engine: All four Gunhed games, R-Type, Super Danus, Bomberman '93, Gates of Thunder

GB: Castlevania II

Lynx: Gates of Zendecon

FAVOURITE COIN-OPS:

Konami stuff (Salamander, Vulcan Venture, Thundercross II, Gyroz and Super Contra), Taito/Trojan shoot 'em ups, Street Fighter II

FAVOURITE GAME MUSIC:

Danus, Streets of Rage II, Konami music, almost anything by Yuzo Koshiro and Chris Huelsbeck, Delta (C64)

FAVOURITE NON-GAME MUSIC:

Pitch Shifter, Pink Floyd, Paradise Lost, Hawkwind, Front Line Assembly, Jean Michel Jarre

FAVOURITE FILMS:

Aliens, Blade Runner, Ares, Terminator 2 and Star Wars Trilogy

FAVOURITE TV PROGRAMMES: "Sorry, but I don't really watch TV currently. The only programme I watch is Police Squad"

LIKES:

Playing games, reading (horror, sci fi, fantasy novels, one or two comics and the odd factual book), listening to music, eating pizzas, using lots of brackets (like this)

DISLIKES: Not having much money, having a shortage of goats, being skint

GREATEST AMBITION:

To be as fat as Hughes' vic heart!

FAVOURITE FRUIT/VEGETABLE:

The banana, because it's so versatile. Did you know that several people have robbed banks using a banana?

DON'T MISS NEXT MONTH'S IN-DEPTH CELEBRITY PROFILE — A WORLD EXCLUSIVE IN EB 35

ASPARAGUS TIPS

ALIENS VS PREDATOR

(Super Famicom)

If you've got this rather poor beat 'em up and would like to pick your starting level, go to the CON FIG screen. On the second controller, hold buttons L, R, X and A down. Then press START on controller one. The text will disappear and the level select option will appear instead.

COTTON

(PC-E Super CD)

If you want to change the amount of credits and choose your stage in this game, go to the option screen and move down to EXIT. Then press DOWN, II, II, LEFT, I, RIGHT and SELECT and you'll get a credit option. (Full review of this game next issue.)

CRUE BALL

(Mega Drive)

If you wish to start on a different level up to level 9, then do the following. First go to the music option and move the pad until you get the level 6 "Twisted Flipper" tune. Then press in order: A, C, A, B. Press START to exit and start the game. Now, by holding button B while moving UP or DOWN you can raise or lower the level accordingly. Then play as normal.

ECCO THE DOLPHIN

(Mega Drive)

We could print all the codes for this game... but it would mean typing them all in! Do you really want all of them? Here's the last one: KTPMLMLM. Also, a better password to enter is SHARKFIN; then your air meter will disappear and you won't have to worry about it. Alternatively, stick in any password and start game; when the screen pops up showing the code and the name of the level, hold buttons A and START together. Then when you are in the game, let go of A and then START, then press START again to unpause. Result? Infinite energy!

KIKIKAIKAI NINJA

(Super Famicom)

For stage select: on the screen where you can select which character to play, hold down X and Y, then press A, A, A, A, B, B, B, B, A, B, A, B, A, B, A, B and then press START.

MAZIN SAGA

(Mega Drive)

If you wish to fight the bosses instead of going all the way through the game, go to the option screen and play SOUND 1B for a second and SE 72. Exit back to the title screen and start the game! Get your sword ready!!

OUT OF THIS WORLD

(Super Famicom)

If you are having trouble with this one, here are the codes:

- 1 LDKD
- 2 HTDC
- 3 CLLD
- 4 LBKG
- 5 XDOJ
- 6 FXLC
- 7 KRFK
- 8 KLFB
- 9 DDRX
- 10 HRTB
- 11 BRTD
- 12 TFBB
- 13 TXHF
- 14 CKUL
- 15 LFCK

POPULOUS II

(Super Famicom)

As this game is in Japanese, we won't try giving you the codes to the levels, but here's a tip. When you select a speciality — eg, fire — use only that to win the game and you will get maximum lighting icons from the gods!

PUYO PUYO

(Mega Drive)

How about a sound test for this great puzzle game? On the title screen, press button A, A, LEFT, B, B, LEFT, C, C and then you hear a noise and the logo will stretch. Now, if you go to the option screen, you'll also have a sound test option.

Q-BERT 3

(Super Famicom)

If you wish to start from level 11, 16 or 21, then here's how to do it. On the Option screen, press either:

- B, B, B, B, B, B, B, B and when you start game... level 11!
- B, Y, B, Y, B, Y, B, B and when you start game... level 16!

B, Y, Y, Y, B, Y, Y, Y and when you start game... level 21!

STREETS OF RAGE 2

(Mega Drive)

When playing a two player game, have you and your friend ever wanted to play the same character? Well you can. On the title screen player one should hold RIGHT and press B, with player two holding LEFT and pressing A. Then player 2 should press button C. Now when you go into the Select Player screen, you can both pick the same character!

Also, in a one player game, if you pause the game and press A, you will get a "KO" counter above your score, which is displayed on the high score table when you die or complete the game.

TETRIS + BOMBLISS

(Super Famicom)

Here's a rather naff tip. If you play either game and pause it, you change the music by pressing select. Also, if you hold both L and R buttons and press UP, you can see the entire background!!

TINY TOONS

(Super Famicom)

OK, how about having the ability to select the bonus stage? On the password screen, enter the girl with orange hair, female saucy duck and little coyote and you'll get a select screen. And how about running straight through the baddies without having to slide them? On the password, enter the cute pink bunny, the carrot face green bird and ginger hair Max.

WONDERDOG

(Sega-CD)

If you can't complete this game, then here are the level codes:

- Level 1 - MYSTIC
- Level 2 - ANKLES
- Level 3 - LEDZEP
- Level 4 - REEVES
- Level 5 - PIXIES
- Level 6 - WOOLPIE

Remember if you have some nutritious tips you would like to share with other EB readers, send them to: Asparagus Tips, Electric Brain, Space City, 77 Bythe Road, London W14 0HP. If your tip gets printed, a crisp £5 note will be sent to you. Collect two and you can send them back to us with a subscription form!

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